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LAUNCH SPECIAL 2002

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WELCOME

WELCOME TO THE very first issue of **CUBE** Australia! Now that the GameCube has finally hit the shelves we can all finally enjoy the many delights that Nintendo's little box of joy has to offer – and it's about time too! After the relatively disappointing launch of the PS2 and the nightmare that was been the Xbox, it's good to see that at least one console has finally got it right. If you want a great console at a great price with a stunning line-up of games then there really is only one console for you, the GameCube.

Over the next 116 pages you'll find an extensive guide to everything you need to know about the you newest electronic marvel. Want reviews of all the latest games? You'll find them here. *Rogue Leader*, *Luigi's Mansion*, *Super Monkey Ball*, *Wave Race: Blue Storm* and many more have all been played to death and reviewed just for you so that you never have to buy a game that isn't up to the high standards that all Nintendophiles have come to expect.

Elsewhere you'll find previews of up-and-coming games that will ensure that your GameCube is kept very busy and for those of you who are already enjoying a bit of GameCube action we've managed to cram in two complete guides to the most popular launch titles: *Rogue Leader* and *Luigi's Mansion*.

Right, that's it we think that we've covered all the bases, you have the right mag, you should have or should be getting the right console, so all that leaves me to do is to point you in the the direction of our very own Web site (www.totalgames.net) where you'll find daily updates of all the latest GameCube-related news, previews, reviews and stacks hints and tips to aid your gaming. You might also like to join in on our forum (www.totalgames.net/forum) and click on 'GameCube' where you'll be able to talk to GameCube lovers from around the globe and, if you're lucky, chat with the **CUBE** team. Enjoy the mag and see you next time!

Simon Phillips
Group Editor

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The world's biggest Nintendo GameCube magazine!

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⌚ Fancy a fight? We go the distance with the first beat-'em-up on the GameCube!



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100% UNOFFICIAL 100% UNBIASED THE ONLY MAGAZINE YOU CAN TRUST



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UP FRONT

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PREVIEW

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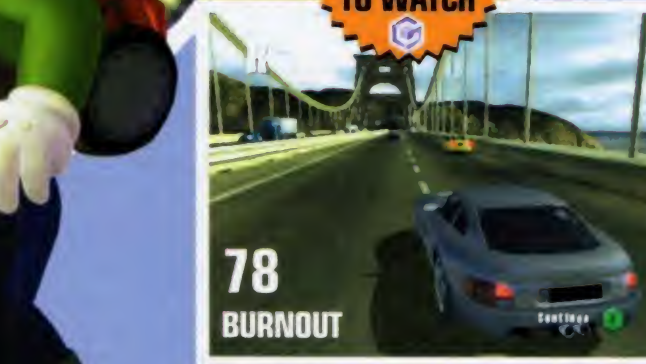
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AUSTRALIAN LAUNCH SPECIAL



(Or 'Everything You
Wanted To Know About
The GameCube, But
Were Afraid To Ask')

YOU KNOW, IT'S amazing how many people out there know about the GameCube, but don't *know* about the GameCube – everything from the basic questions like what colours the GameCube comes in and how it works to the specifics of which games are due out on launch day. Well, you don't have to fret – we've worked long and hard to cover all the bases and bring you a full-on guide to everything you'll need to know about the GameCube on day one. Strap yourself in for a rollercoaster ride of information... honest.



THE BLUFFER'S GUIDE TO GAMECUBE

Important questions about the GameCube that you might not know the answers to...

Q₀₁ What are the primary differences between a PAL GameCube and an NTSC one?

A: Not that much, as it happens – as far as physical appearances go, the only real difference is the removal of the Digital AV Out port. Those of you who know about the technical side of consoles, though, will realise that a major difference is down to the specifications of PAL and NTSC systems; in the past, PAL consoles have always run 17.5% slower than NTSC ones and featured borders around the screen when running software. However, advances in technology – along with the introduction of the PAL 60hz mode – will negate practically all of the speed difference with next-generation consoles.



Q₀₂ What's the deal with the PAL 60hz mode? Will it work with all the games?

A: Nintendo hasn't released much information regarding this new inclusion for the PAL GameCube, but what we do know is that activating the 60hz mode makes whatever PAL game you're playing run as fast and as smooth as its NTSC counterpart. Doing this is as simple as holding down the B Button when you

turn the machine on to boot up a game. However, the games have to be specifically encoded with this feature before it'll work – therefore, we fear that not all games will have this function as it takes more time to develop (especially if it's a simple port from another console). While we're sure that all Nintendo games and some bigger second and third party titles will have it, we're not so sure about the rest...



+PAL
60Hz
=



Switch on the PAL 60hz mode with certain titles and you'll remove the pesky borders and loss of speed...



Q: So what sort of ways can I connect the GameCube to my TV?

A: Depends on what sort of TV you've got. If your TV is reasonably new (and we're talking around five years old or less) then you'll probably have a SCART socket on the back – that long, thin connector with all the holes in it. The GameCube comes with a basic audio/video cable and a SCART adapter so you'll be sorted, although you might want to think about investing in an RGB SCART cable for a higher-quality picture. Those of you with more fancy TVs might want to consider picking up an S-Video cable; it provides a crystal-sharp picture that's highly regarded among hardcore gamers. If you're stuck with a really old or bog-standard TV though, a basic RF Aerial adapter (the small round hole where you plug the TV aerial) will be available at launch.



NUMBER CRUNCHING

There's nothing quite like a console comparison to get you going in the morning, is there?

War, huh... what is it good for? Well, nothing really – unless you're trying to promote a rival console, of course. You see, while the more level-headed of us know that it's the games and NOT the specifications that make a machine good, you'd be surprised how many people are blinded by numbers when choosing a console. After all, it has a bunch of high figures attached to it... so it must be good, right? Well, no – not always, because the specifications aren't always what they appear to be. Still, don't get us wrong – we believe that the Xbox and PS2 are decent enough machines in terms of games. We're just out to prove that when it comes to the pure numbers, the GameCube isn't as much of a junior as the rivals might have you believe...

Q: What type of discs does the GameCube use? Aren't they just DVDs?

A: No, they're not – the discs that the GameCube uses are three-inch optical proprietary discs, holding approximately 1.5GB of data each. These are specifically developed for the GameCube and are based on the latest Panasonic disc technology; hence, when all Panasonic products start using them, the GameCube will be in a prime position. However, this does mean that the GameCube cannot play DVDs or regular CDs, but this is no big loss when you realise that the machine is made specifically for games.



Q: What sort of memory cards will the GameCube use to save data on to?

A: The Memory Card 59 is pretty much the same as any other console memory card – you plug it in and it saves your game data. As the name suggests, the memory card consists of 59 blocks to save your game to; however, the number of games you can save to the card depends on how much space each one takes up (from as small as three blocks to as much as the whole card). However, the Memory Card 251 (which is four times bigger) is out in the US on 24 June, so no doubt it'll appear over here soon enough.

As a side note, those of you coming to the PAL GameCube having owned import ones won't be able to port across any of your game saves. Instead, you'll have to reformat your card to register the PAL machine – an obvious point, but a valid one nevertheless.



Q So why was it decided not to offer the GC with a DVD player feature as standard?

A Simple... do you really want to pay more for your console? No, thought not. Basically, the GameCube is intended to be a games machine rather than being a 'home entertainment system' - it's made to play games and nothing else. Not only is that what Nintendo is best at, but including the components needed for DVD playback pushes the price of production up which, in turn, pushes up the price you pay. And before you ask, no - the specific DVD/GameCube combined unit known as the Panasonic Q is never going to be released outside of Japan. Sorry.

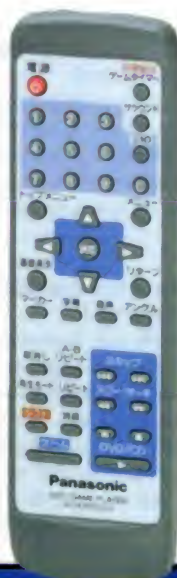


POWER OF THE BEAST

Going on the base figures, it's clear that the Xbox comes out best - created using Intel PC technology, there's certainly no doubt that it's a powerful machine. However, the GameCube's smaller 485Mhz Gekko isn't as lacking as you may believe; IBM's custom-made micro-processing unit is actually based upon Apple's PowerPC technology. This means that while the clock speed remains constant, the actual processing power is twice as high. What's more, the GameCube has a whopping 256k memory cache built onto the central processor, which takes some of the load off when things get tough; thanks to this, it's totally conceivable that the 485Mhz processor can, in fact, run up to ten times faster when pushed to the absolute limit. Pretty impressive for such a small box...

PROCESSOR SPEED

GAMECUBE	XBOX	PS2
485Mhz	733Mhz	295Mhz



⬇ The PlayStation 2... a great machine, but it's not as powerful as the GameCube!



PRETTY AS A PICTURE

GRAPHICS AREN'T EVERYTHING... BUT THEY LOOK NICE

The biggest weapon used by people who enjoy bashing rival consoles is the polygon count - or in layman's terms, 'the thing that makes the graphics look good'. Theoretically, the higher the number the better the machine is at creating ace graphics; of course, looking at the figures here would suggest that out of the three next-generation consoles, the GameCube is the worst of the lot. Still, we've seen what the GameCube can do... how can that be? Well, it's all about taking the figures in the right context - namely, the conditions that those figures are created from.

For example, we'll admit that the Xbox and PlayStation2's figures are correct... in terms of raw data. Being able to create that many polygons at once is totally possible, although only when done in a base form with nothing else going on at the same time. In contrast, the GameCube figure of 12 million polygons is taken from an estimate during realistic gaming conditions - that is to say that while the GameCube is generating those 12 million polygons, it's also busy coming up with all the necessary textures, backgrounds, character models, lighting effects and other things that have to be in a game to make it... well, a game. If the Xbox and PlayStation2 were to take realistic gaming conditions into account rather than raw data, then those polygon counts - which once seemed so high - come hurtling down to a 'meagre' 10-12 million. See? We told you things weren't as bad as you might have thought...

POLYGON COUNT (PER/SEC)

GAMECUBE	XBOX	PS2
12 million	116 million	66 million



Q: Is the GameCube going to come Internet ready?

A: Yes and no – while the GameCube is totally capable of going online (thanks to the two serial ports located on the bottom of it that can be used to connect a modem and broadband connector, and even a mouse and keyboard when they're announced) Nintendo still hasn't announced its plans for online connectivity at time of writing. We know that the GameCube modem and broadband connectors exist, so the delay confuses even us... and the excuse that there isn't a big enough market out there doesn't wash with us either. Still, the opportunity for connection is there – it's just a question of when Nintendo is going to take advantage of it.



Q: Does the GameCube have an expansion port like the N64 did?

A: Yes, indeed – as well as the serial ports that we've just mentioned, there's also a high-speed port on the bottom. So far, Nintendo hasn't announced any plans as to what this is for – so for now you'll just have to sit tight.

Q: Is there ever going to be a GameCube hard drive?

A: Quite possibly – we've already seen proof that IBM has developed a credit card-sized hard drive that can be fitted into the high-speed port of the GameCube, although there are no details on if and when it's going to be released.

Q: Does the GameCube support Dolby Pro Logic 5.1?

A: Sadly not. However, it can support regular Dolby Pro Logic as opposed to the digital kind, but only when the game software has the code written into it (as *Star Wars: Rogue Leader* does). At some point in the future, import GameCubes may be able to support Dolby Digital but as PAL GameCubes don't have the digital output, they won't get the same benefit.

THANKS FOR THE MEMORY

In addition to the 3Mb of memory housed in the Flipper graphics chip, the GameCube has a total memory of 40Mb. Once again, this seems far inferior to the Xbox's boast of 64Mb (which is combined into one solitary block of unified memory) – however, it's the breakdown of memory that brings the GameCube back up to speed. The main memory is made up of 24Mb of 1T-SRAM (single transistor static RAM) – there are many benefits to this, not only because it drastically reduces the cost and physical space of the memory (meaning you, the consumer, don't have to pay as much for the console) but also because it's among the fastest memory technology around today. The remaining 16Mb of A-Memory (Auxiliary Memory) is made up of dynamic Ram (DRAM), which is used as a temporary storage area for buffering all manner of effects and other quick-access necessities.

ON-BOARD MEMORY

GAMECUBE
40Mb
(24Mb 1T-SRAM
16Mb A-Memory)

XBOX
64Mb (Unified)

PS2
32Mb (Direct)

MUSIC TO MY EARS

Even though it's often the graphics that first grab your attention with any game, the music and sound is just as important – after all, they help set the atmosphere and make the game complete. Although it can be tough to completely understand audio standards if you're not a technical expert, all you need to know is that the GameCube is capable of emulating the sound of a complete orchestra all on its own. With the ability to reproduce up to 64 different audio channels simultaneously (which is as many as a studio-produced music CD) the only fly in the ointment is the GameCube's inability to produce Dolby Digital 5.1 audio when compared to other consoles. Of course, you'd need a Dolby Digital speaker setup before you could take advantage of this feature, so many of you won't be missing out on much...

AUDIO CAPABILITY

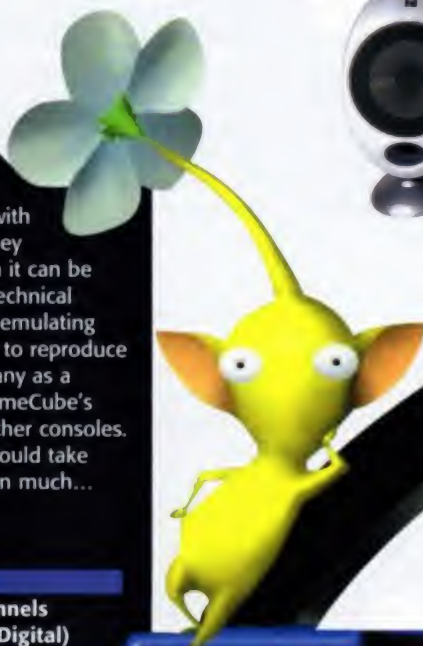
GAMECUBE	XBOX	PS2
64 Channels (Dolby Pro Logic)	256 Channels (Dolby Digital)	48 Channels (Dolby Digital)

A nice Dolby Digital set up will set you back a fair bit... but you won't need one.



Q: Does the carry handle come off?

A: No... why would you want it to? If it did, you'd run the risk of your GameCube crashing to the floor every time you picked it up...



Q What sort of ventilation system does the GameCube have and is it as loud as the ones used by the Dreamcast and PlayStation2?

A The left and right sides of the GameCube each house a vent through which air can pass; the fan (which is located on the left of the machine as you look at it) draws cold air in through the right-hand vent and then expels hot air out through the left, thus keeping the internal components cool. As far as noise goes, the GameCube is surprisingly quiet – considerably quieter than the Xbox or PS2. It still makes some noise, as you'd expect, but nothing that will distract you from your game playing...

Q Does the GameCube have an internal clock for real-time effects in games (so if you play a game at night then it'll be night time in the game as well)?

A Certainly does – several of the games such as *Animal Forest +* (to be known as *Animal Crossing* in the US and Australia) and *Virtua Striker 3* already contain such features. More are no doubt on the way, so it's a nice touch that you can look forward to in the coming months...



Play in the early evening and you'll experience what it's like to play soccer at sunset... great!



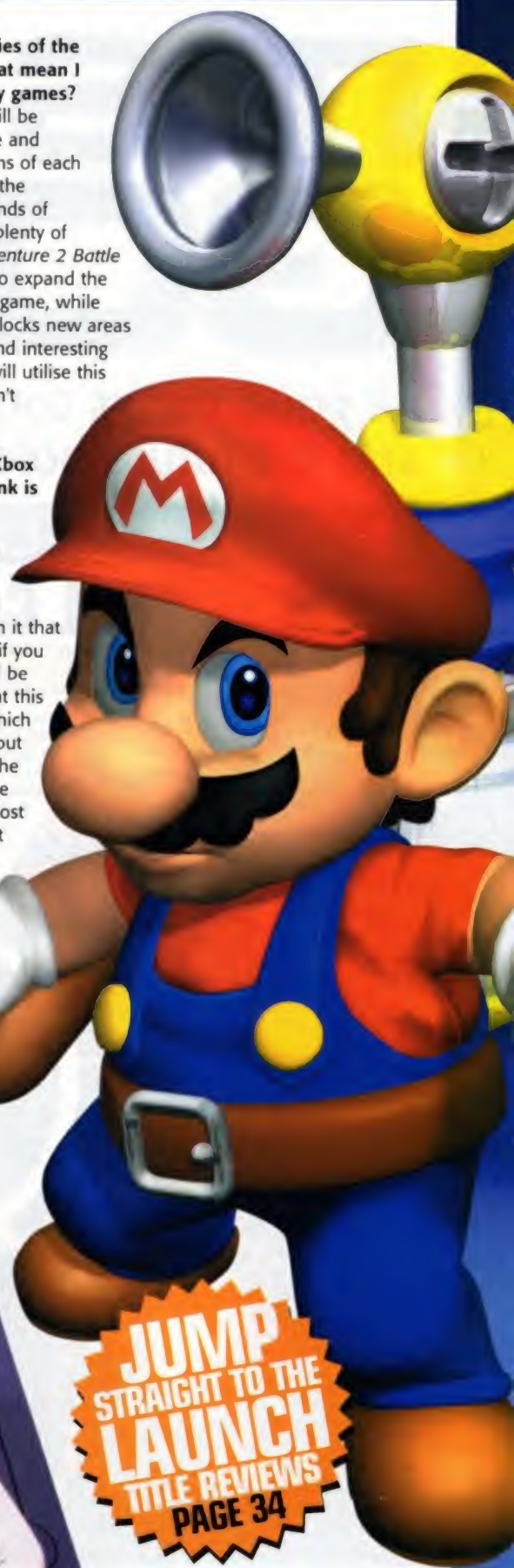
Q What's so special about the link-up capabilities of the GameCube and Game Boy Advance? Does that mean I have to fork out more money to get the best out of my games?

A No, of course not – the link-up functions that will be present in many games on both the GameCube and Game Boy Advance will help expand the gameplay options of each title, but won't restrict you if you don't use it. Put simply, the GBA/GC link-up is the first of its kind and opens up all kinds of possibilities to game developers; what's more, there are plenty of titles on the horizon that'll use it. For example, *Sonic Adventure 2 Battle* on the GameCube and *Sonic Advance* can be linked up to expand the breeding options contained within a small section of the game, while *Animal Crossing* (known as *Animal Forest +* in Japan) unlocks new areas for you to explore on your island and lets you find rare and interesting items. Around six of Nintendo's first-party titles in 2002 will utilise this link-up capability, so you can see quite clearly that this isn't something that's there as just a gimmick...

Q So tell us the truth... out of the GameCube, Xbox and PlayStation 2, which machine do you think is the best?

A Naturally, you'd expect us to plump for the GameCube every time... but that's certainly not the case. In our opinion, a console is only as good as its games. It doesn't really matter how powerful it is or what it looks like, because ultimately it's the games you play on it that make you happy about which one you picked – after all, if you went on raw power then the Xbox and GameCube would be pretty much even, leaving the PS2 lagging behind. Right at this precise moment in time, it's all a matter of taste about which types of games you prefer, but to be honest, we have to put our money on the GameCube. Why? Because looking at the line-up of games due on day one (and comparing it to the games out for the Xbox and PS2 right now) it's got the most eclectic mix of titles AND manages to have a lot of decent ones to boot. While the PS2 certainly has a lot of games out for it, many of them are disappointing in the essential gameplay department; meanwhile, the Xbox seems to faltering in the blocks with a lack of decent titles after what looked like a promising start.

The GameCube has a wide range of titles now and also has a selection of quality games on the horizon; it seems that the Nintendo Difference really does count after all. Still, you can never tell what's going to happen in the future...



**JUMP
STRAIGHT TO THE
LAUNCH
TITLE REVIEWS
PAGE 34**

IT'S ALL GOOD

All good things come to those who wait, and the future holds some absolute gems

➔ BEAT-'EM-UPS

SOUL CALIBUR 2

PUBLISHER: Namco **DEVELOPER:** In-house
ORIGIN: Japan **PLAYERS:** 1-2
RELEASE: Aus Oct '02, US Aug '02, Japan Aug '02

The sequel to what was arguably the finest 3D Beat-'em-up in existence is set to debut in Japanese arcades in July, which let's face it is just around the corner. The GameCube version will feature compatibility with the GBA version, which will be released at the same time. This will allow for exclusive weapons, outfits, stages and maybe even exclusive characters.



WWF WRESTLEMANIA X8

PUBLISHER: THQ **DEVELOPER:** Yuke's
ORIGIN: Japan **PLAYERS:** 1-4
RELEASE: Aus Oct '03, US 11 June, Japan TBA



Coming exclusively to the GameCube X8 will feature 42 wrestlers with which you can fight in Smackdown!, Raw, WrestleMania X8, Royal Rumble, Survivor Series, and Summer Slam arenas. With game modes including Hell in the Cell, Cage Match, TLC, Table, Ladder, Hardcore, Iron Man, and Royal Rumble, this will be THE multiplayer Beat-'em-up to own.

MORTAL KOMBAT DEADLY ALLIANCE

Garnering a reputation for being the goriest fighter available for the 16bit platforms, Mortal Kombat has now been brought kicking and screaming into full 3D. Blood, guts, gruesome finishing moves and Pit Fatalities such as acid baths are the order of the day. Early shots are looking very promising indeed.



PUBLISHER: Midway **DEVELOPER:** In-house
ORIGIN: US **PLAYERS:** 1-2
RELEASE: Aus Q4 '02, US Q4 '02, Japan TBA



ADVENTURE

AUSTRALIAN LAUNCH

PUBLISHER: Nintendo **DEVELOPER:** In-house
ORIGIN: Japan **PLAYERS:** 1
RELEASE: Aus Q4 '02, US 21 Aug, Japan 19 July

SUPER MARIO SUNSHINE

After earning himself multiple awards and the 'Best Game Of All Time' moniker from games players the world over, Nintendo's star player is returning in full force. Armed with a Water Cannon, Mario must rid the world of paint, which for some reason is choking the local population. It may sound childish, but you just know that it will be pure gameplay magic.



ONLY ON GAMECUBE!

You can bet that Mario's latest adventure will be as ground-breaking as his previous outings.



PUBLISHER: Ubi Soft **DEVELOPER:** In-house
ORIGIN: France **PLAYERS:** 1-4
RELEASE: Aus TBA, US TBA, Japan TBA

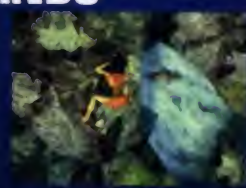
RAYMAN 3 HOODLUM'S HAVOC

After an outstanding outing on the N64, the limbless hero is back to save the Lums from impending evil. Very little is known about the title other than fact that the main enemy is the Hoodlum army. Stylistically it seems to be going for a next generation version of Rayman 2, which is a very good thing.



GALLEON: ISLANDS OF MYSTERY

Headed up by Toby Gard of Tomb Raider fame, *Galleon* sees you assuming the part of one Captain Rhama in an attempt to uncover the sinister truth behind the death of Doctor Rhelliano. A unique graphical style compliments what will be the closest thing you'll get to *Tomb Raider* until the real thing arrives. *Galleon* could well turn out to be better though.



PUBLISHER: Virgin Interactive **DEVELOPER:** Confounding Factor
ORIGIN: UK **PLAYERS:** 1
RELEASE: Aus Sept '02, US Sept '02, Japan TBA

VEXX

With *Super Mario Sunshine* rumoured to not be as huge as some people may have wanted, Vexx may well end up filling Mario's boots. Acclaim's attempt at a Mario-style adventure adds a slightly darker, more violent twist to the genre as well as a larger range of special attacks.



PUBLISHER: Acclaim **DEVELOPER:** In-house
ORIGIN: US **PLAYERS:** 1-4
RELEASE: Aus Q4 '02, US Sept '02, Japan TBA

STARFOX ADVENTURES

From the people that brought *Banjo Kazooie* comes an adventure to end all adventures. Guide Fox McCloud through Dinosaur Planet to discover the reason behind the disappearance of the local inhabitants. A huge, sprawling story boasting by far the best graphics yet seen on any home console.



ONLY ON GAMECUBE!

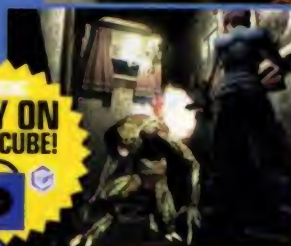


PUBLISHER: Nintendo **DEVELOPER:** Rare
ORIGIN: UK **PLAYERS:** 1-4
RELEASE: Aus Q4 '02, US Sept '02, Japan Sept '02

RESIDENT EVIL SERIES

PUBLISHER: Capcom **DEVELOPER:** In-house
ORIGIN: Japan **PLAYERS:** 1
RELEASE: Aus Sept '02, US 31 May, Japan Out Now

Late last year Capcom signed an agreement with Nintendo making the entire Resident Evil series exclusive to GameCube. This includes a remake of Resident Evil, upgrades of RE 2, 3 and Code Veronica, and Resident Evil 0 AND 4. Check out this issue's Biohazard (Jap name) review on P.86 to see what you can expect.



ONLY ON GAMECUBE!

ETERNAL DARKNESS

Featuring a dark, twisting storyline spanning 2,000 years, *Eternal Darkness* is a seriously disturbing adventure, which gives a whole new meaning to the term 'mature.' Control 12 characters in an attempt to save humanity from the revival of the Ancients. Bucket-loads of special effects, over four hours of movie clips and a haunting musical score.



ONLY ON GAMECUBE!

PUBLISHER: Nintendo **DEVELOPER:** Silicon Knights
ORIGIN: Canada **PLAYERS:** 1
RELEASE: Aus Q4 '02, US 24 June, Japan TBA

➔ 1ST PERSON SHOOT-'EM-UP

DIE HARD VENDETTA

PUBLISHER: Vivendi Universal **DEVELOPER:** Bits Studios
ORIGIN: UK **PLAYERS:** 1-4
RELEASE: Aus Sept '02, US Sept '02, Japan TBA

Set in the *Die Hard* world, this title will see you using all-out firepower one minute and tactical techniques the next. The most promising aspects have to be the hostage situations and the puzzle elements – this isn't just a run-of-the-mill Shoot-'em-up. Expect Cube to run an In-Depth in Issue 7.



➔ If it plays every bit as good as it looks then we're in for something very special.

ONLY ON GAMECUBE!

METROID PRIME

Samus Aran makes the huge jump from 2D platformer to 3D adventure, and it hasn't been an easy transition. The storyline behind Samus's current mission is still a mystery, but her travels will take her to derelict alien spacecraft and fog-ridden, alien wastelands. For edge-of-your-seat atmospherics and 'Alien-style' environments, nothing can beat it.

PUBLISHER: Nintendo **DEVELOPER:** Retro Studios
ORIGIN: US **PLAYERS:** 1
RELEASE: UK TBA, US Q4 '02, Japan TBA



ONLY ON GAMECUBE!

PUBLISHER: Acclaim **DEVELOPER:** In-house
ORIGIN: US **PLAYERS:** 1-4
RELEASE: Aus Sept '02, US Sept '02, Japan TBA

TUROK EVOLUTION

The dinosaur hunter originally started out on the N64, and with the latest version the series will finally be represented as it was originally meant to be. Dinosaurs, lush vegetation, Pteradon flying levels, stacks of pant-wetting weapons and blood everywhere. Come on, what more do you want?



➔ Dropped from the N64 version. *Evolution* should finally see Turok taking to the skies.

PERFECT DARK 0

PUBLISHER: Nintendo **DEVELOPER:** Rare
ORIGIN: UK **PLAYERS:** 1-4
RELEASE: Aus TBA '03, US TBA, '03 Japan TBA

N64 SHOT

ONLY ON GAMECUBE!



This has to be one of THE most anticipated titles out there at the moment. There's a whole school of thought on which was better out of *GoldenEye* or *Perfect Dark*, but the sequel is bound to be a supreme example of what the GameCube can really do. Nothing has been revealed yet apart from the fact that it is in development.



PUBLISHER: Eidos **DEVELOPER:** Free Radical Design
ORIGIN: UK **PLAYERS:** 1-4
RELEASE: Aus Oct '02, US Oct '02, Japan TBA

TIMESPLITTERS 2

Brought to you from ex-members of the *GoldenEye* team, *TS2* takes a tongue-in-cheek view on the First-Person Shooter genre. Offering several different time periods to play in, *TS2* plays in a very similar way to *GoldenEye*, so fans of that classic game will definitely warm to it.



➔ RACING

F1 2002

In the past EA's F1 offerings have been below par, but *F1 2002* looks to change that with great handling, superior graphics and real-time weather effects. The official license means that you'll get all the tracks, all the cars and all the proper drivers, thus providing the most realistic simulation possible.



PUBLISHER: EA **DEVELOPER:** In-house
ORIGIN: US **PLAYERS:** 1-2
RELEASE: Aus Q3 '02, US June, Japan TBA

F-ZERO GC

PUBLISHER: Nintendo **DEVELOPER:** Amusement Vision
ORIGIN: Japan **PLAYERS:** 1-4
RELEASE: Aus Q1 '03, US Q1 '02, Japan Xmas

Very recently Nintendo revealed that its futuristic, anti-gravity racer *F-Zero* would be coming to GameCube courtesy of SEGA-developer Amusement Vision. The GameCube version will also be compatible with the TRIFORCE arcade version. Expect exhilarating, hi-octane racing with up to 40 opponents on screen at once.



ONLY ON GAMECUBE!

➔ Will SEGA do this esteemed license justice? Oh yes...

MARIO KART

The SNES and N64 versions of this racer are seen by many to be the best racers of all time. Absolutely perfect gameplay combined with inspired track designs. Miyamoto-san is reportedly going back to basics for this version – Lord only knows what that means...



PUBLISHER: Nintendo **DEVELOPER:** In-house
ORIGIN: Japan **PLAYERS:** 1-4
RELEASE: Aus TBA, '03, US TBA, '03 Japan TBA 2003

ONLY ON GAMECUBE!

MULTI PLAYER

PUBLISHER: Nintendo
DEVELOPER: Hudson
ORIGIN: Japan
PLAYERS: 1-4
RELEASE: Aus Q1 '03, US Q1 '03, Japan Xmas

MARIO PARTY 4

The *Mario Party* series has eaten up many an hour in the CUBE offices, so news of this multiplayer, party-game fest has got us very excited. No screens are available as yet, but you can be sure that the game count will be increased substantially as well as the addition of completely remodelled characters.



ONLY ON
GAMECUBE!

BOMBERMAN GENERATIONS

PUBLISHER: Majesco
DEVELOPER: Hudson
ORIGIN: Japan
PLAYERS: 1-4
RELEASE: Aus Oct '03, US 11 June, Japan TBA

Bombberman made several appearances on the N64 but both of them seemed to concentrate on the one-player mode. Thankfully the GameCube version takes him back to his roots, and although there will be a cel-shaded one-player mode, there will be plenty of old-school multiplayer options as well.



ONLY ON
GAMECUBE!

SPORTS

MARIO GOLF/ TENNIS

After developing the acclaimed *Everybody's Golf* on PSone, Nintendo gave Camelot the responsibility of bringing the Mario team to life in two sports games. Now they're headed for GameCube and the graphics look stunning to say the least. Naturally the gameplay will be perfect as well.

PUBLISHER: Nintendo
DEVELOPER: Camelot
ORIGIN: Japan
PLAYERS: 1-4
RELEASE: Aus Q2 '03, US Q1 '03, Japan Xmas



ONLY ON
GAMECUBE!



ONLY ON
GAMECUBE!

1080° 2

PUBLISHER: Nintendo
DEVELOPER: In-house
ORIGIN: Japan
PLAYERS: 1-4
RELEASE: Aus Q2 '03, US Q2 '03, Japan Q1 '03

The N64 original provided us with the first decent snowboarding game ever. Early shots didn't look that great – now that development of the sequel has shifted back to Nintendo of Japan, this will change. *1080° 2* should be playable at this year's E3 show.



RPG

ANIMAL FOREST

PUBLISHER: Nintendo
DEVELOPER: In-house
ORIGIN: Japan
PLAYERS: 1
RELEASE: Aus Q4 '02, US Q3 '02, Jap Out Now

Coming out late in the N64's life, *Animal Forest* has been upgraded for the GameCube and is one of the first titles to fully utilise the GBA connection. You assume the role of a young boy, and everything you do influences how the game progresses. A ridiculously huge game that seemingly has no ending. Marvellous stuff.

ONLY ON
GAMECUBE!



FINAL FANTASY

PUBLISHER: TBA
DEVELOPER: Game Designer's Studio
ORIGIN: Japan
PLAYERS: 1
RELEASE: Aus Q2 '03, US Q1 '03, Japan Xmas

After boycotting Nintendo for over half a decade, Squaresoft is now developing for Nintendo again. The *Final Fantasy* series has now sold 38 million units worldwide and the GameCube version will be a totally new story in the long-running saga. The game will feature extensive connectivity with the GBA version.

ONLY ON
GAMECUBE!



CELDA

ONLY ON
GAMECUBE!

Miyamoto has taken Link in a totally new direction – the young Elf will now explore a cel-shaded world. Despite looking very childish in appearance, all the usual gameplay qualities apply. We won't know for sure what to expect until the title is fully unveiled at E3.



PUBLISHER: Nintendo
DEVELOPER: In-house
ORIGIN: Japan
PLAYERS: 1
RELEASE: Aus Q2 '03, US Q1 '03, Japan Xmas

UP FRONT



CUBE

INFORMATION

SUPER MARIO SUNSHINE

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



AT-A-GLANCE

■ MARIO ON GAMECUBE!

■ MULTIPLE WEAPONS

■ MULTIPLE THEMED LEVELS

■ BRAND-NEW STORY LINE

■ CLASSIC MARIO GAMEPLAY

RELEASE DATE



AUSTRALIA TBC

SUPER MARIO

All-new screenshots, artwork and info on the Italian plumber's sunny adventure...

HERE'S THE LATEST information on Mario's debut GameCube adventure which includes the full storyline and some leaked information straight from Miyamoto-san himself! In a distinct departure from traditional Mario games, the now renamed *Super Mario Sunshine* shows no signs of princess kidnappings or giant, fire-breathing turtles. It seems that creator Shigeru Miyamoto finally got bored of that old chestnut... Instead the story sees Mario and Princess Peach enjoying a well-deserved break in a peaceful, sun-drenched seaside village. At least that's the plan. When they get there they learn that someone has been terrorising the locals and running around painting graffiti everywhere. Even more of a shock comes with the news that the culprit looks just like Mario.



"SUPER MARIO SUNSHINE SHOWS NO SIGNS OF PRINCESS KIDNAPPINGS OR GIANT, FIRE-BREATHING TURTLES"

UP FRONT
MARIO SUNSHINE



SUNSHINE

Naturally the locals are abusive towards the real Mario so he decides to clear his name by washing up the mess and finding the person responsible. No Bowser in sight then, but we get the feeling that one of his Koopa cousins may be the fiend behind the Mario mask.

The new screenshots reveal a few more bits of information that we didn't know before. The Pokies have made a welcome return (they were in *Mario 64* and *Super Mario World*) – you can be sure that they will move relatively slowly, but the walking cacti come in packs of four – so don't underestimate them. The bizarre creatures shown in these shots are in fact the locals. The Flumpets' (that's what we'll call them for now) sexes are colour-coded (very useful...) with purple being a male and pink being a female. Yeah, yeah, we know, the blokes fix cars and the birds wash the dishes, right? Anyway, there are yellow ones as well – perhaps they are granny Flumpets or something? Okay, enough

about the Flumpets.

Water for the water backpack is in limited supply (hence the meter) and can only be replenished at water fountains. You can see from one of the shots that Mario has quite a range on that water cannon of his. If the nozzle was always in one position you would have to move Mario back and forth in order to aim. This would be irritating, so you can expect the direction of the nozzle to be controlled using the C-Stick. The Analogue Stick will be used to move Mario around, with A being jump and B being used for hosing/using/talking. L and R will swing the camera left and right with Z centring the camera behind Mario. Y will provide the first-person view in a similar style to *Mario 64*.

As one last reassurance to many of our readers, Miyamoto himself has let slip two vital bits of information: there will be many more levels in the game, not just the village that we've all seen.

The water cannon will not be the only weapon that Mario can use.

No date has been given for a PAL release but Miyamoto-san has promised that it will arrive before the end of this year.



CUBE



It's amazing how a fat, stout, little plumber can be so fit isn't it?



CUBE

INFORMATION

SOUL CALIBUR 2

PUBLISHER: NAMCO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: 3D BEAT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE



AT-A-GLANCE

■ INTERACTIVE ENVIRONMENTS

■ ASTOUNDING GRAPHICS

■ IT'S SOUL CALIBUR...

■ WEAPONS BASED GAMEPLAY

■ BRAND NEW CHARACTERS

RELEASE DATE



AUSTRALIA OCT '02

CUBE
GAME
TO WATCH



Into bondage? Soul Calibur's newest character has everything you need...

SOUL CALIB



ALL NEW SCREENSHOTS of Namco's most awaited of titles have been released. As the game draws closer to its July arcade release the screenshots are turning up more frequently, and this latest batch showcases one of the old favourites, Voldo. Dedicated to his dead father figure 'Master Vercci,' Voldo searches endlessly for a mysterious weapon by the name of the Soul Blade. As you can see, the game is looking even more stunning than before, and aesthetically, is a serious contender to any beat-'em-up you may wish to mention.

These screens also reveal which characters will be hosting which stages. Voldo fights in his master's enormous library, stacked to the ceiling with old books and gorgeous patterned woodwork. You may also notice the two glass doors – it's possible that these may lead to another area if smashed through. The *Soul Calibur* series has never ventured into multi-tier environments before, but this could change.

Astaroth lays claim to a tall column of rock surrounded by thick grass. Each tile on the surface is broken and raised. Newbie Talim fights in an amazing Egyptian throne room complete with coffins, statues, Egyptian wall paintings and hieroglyphics. Last of all is Kilik who fights in the middle of a ruined city. The wooden floor comes to life with luscious pine textures.

The current line-up is starting to look quite healthy, and you can expect characters to be announced on a weekly basis from now on. This seems to be the way in which Namco unveils all of its fighters. Voldo, Kilik, Xianghua, Talim, Nightmare, Astaroth, Cassandra, Taki, Misurugi, Ivy and Yunsung have so far been announced.

As you can tell, we're very excited about this one, and it's more than likely that a near-complete version of the game will be up and running at E3 at the end of May. Naturally **CUBE** will be there to bring you every last detail.

"TALIM FIGHTS IN AN AMAZING
EGYPTIAN ROOM THAT HAS TO BE
SEEN TO BE BELIEVED"

UP FRONT
SOUL CALIBUR 2



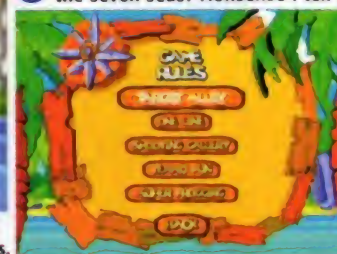
The worm has turned...

MOTHER SUCKER

OCTOPUSES HAVE EIGHT LEGS
RIGHT? HMM... MAYBE THIS IS A
SQUID OR SOMETHING THEN.
WHATEVER IT IS, YOU SHOULD
AVOID IT LIKE THE PLAGUE AS
IT'LL SUCK THE LIFE OUT
OF YOU.



Whoever heard of a worm travelling the seven seas? Nonsense I tell you...



The second the screens open you can blast your opponent with bullets, acid rain and... octopuses.

CUBE

INFORMATION

WORMS BLAST

PUBLISHER: UBI SOFT

DEVELOPER: TEAM 17

ORIGIN: UK

GENRE: PUZZLE

PLAYERS: 1-2

PERCENTAGE COMPLETE



AT-A-GLANCE

- FIRST GAMECUBE PUZZLER
- FRANTIC MULTIPLAYER ACTION
- MULTIPLE GAME MODES
- WORMS IN BOATS!
- WEAPONS GALORE

RELEASE DATES



WORMS BLAST

Worms... in boats... with weapons. It's at times like this that you know the world is in perilous danger.

ONE GENRE THAT won't be covered for the Australian launch is the puzzle game, but that's where *Worms Blast* comes in. Just four weeks after the launch day the next episode in the worming saga will hit the shelves, bringing with it the usual gameplay values associated with the *Worms* franchise.

Worms Blast takes on the form of a *Bubble Bobble*-style game. Faced with a screen full of different coloured blocks, your character must fire coloured bullets at the blocks to remove them. Firing a red bullet at a red block will remove that block and other red blocks attached to it. Firing a red bullet at a blue block will turn that block red, as well as any adjacent blocks. If you remove a block, which is holding up other blocks, these blocks will fall down. The colour of the bullets is random and shooting an unwanted bullet off the screen will result in a heavy item (such as a fridge or a safe) falling on your head. Each character has an energy bar and knocks to the head will lower this bar. An empty bar means the loss of one life.

For the most part, *Worms Blast* is a multiplayer game, played either against the computer or a friend. In these modes the game is split vertically with a piece of wood, which occasionally slides open. You have to remove the blocks (as normal), but once the dividing wooden bit is open you can fire bullets at your opponent. Alternatively, you can use your weapons, which are collected by opening crates on the screen.

There is also a decent one-player mode available, which takes on a slightly different format to the multiplayer modes. Instead of simply going up against an opponent you must travel the *Worms Blast* globe, completing various tasks such as timed challenges, boss fights and accuracy tests.

Expect *Worms Blast* to provide everything you've ever wanted from a puzzle game when it launches at the end of June.

CUBE



PREVIOUS

FROM THE MAKERS OF

WORMS WORLD PARTY (DC)

■ If you haven't got a Worms game yet, get this one. If you have... well, trade it in and get this one.

TOTALGAMES.NET RATING: 85%



CHARACTER BUILDING

THOSE CRAZY CRITTERS

All of the characters have been taken from the Team 17 backlog, but not all of them are Worms related. As well as several Worms characters there are pigeons, angry moles, old women and even a cameo appearance from Super Frog! Each character has their own taunts, trademark phrases and stats, but it basically boils down to strength and speed. Certain characters simply won't be able to complete some of the Adventure mode challenges, but that will be a matter of trial and error.



"EXPECT WORMS BLAST TO PROVIDE EVERYTHING YOU'VE EVER WANTED FROM A PUZZLE GAME"

⬆ A game of Worms Blast can be turned around in seconds. Be on your guard!



TARGET PRACTICE

INCOMING! HUGE METEOR AT 2 O'CLOCK!

The multiplayer mode is where the fun really begins, and with it come a whole host of offensive and defensive items. By collecting the crates, which are locked within the block formations, you can pick up power-ups and select them for a limited time. Defensive items include Health-Ups, Shields, Fans and Speed-Ups. Offensive items are far more aggressive, as you might imagine. The Sea Monster sends an octopus to eat your opponent. Alternatively, you could send over a school of Piranha, a Meteor Shower or Acid Rain. Other weapons such as the Laser Blast are less direct but allow you to cut down entire sections of the block wall.



CUBE

THINKS...

FIRST IMPRESSION

■ Being the only multiplayer puzzler on the market (no-one seems to know what has happened to Tetris Worlds) will definitely help Worms Blast, but from the looks of things it will hold itself up there with the best of the best. Don't let the pastel-coloured graphics deceive you - WB will have you hooked and it's one of those games that you won't want to stop playing in multiplayer mode.

CUBE

Kiss, Kiss,
Bang, Bang!

CUBE
GAME
TO WATCH



If it's in your way, shoot it! If it's not in your way, shoot it anyway. There's plenty of action on offer!

SPYHUNTER

Midway's classic arcade ten-pence guzzler gets upgraded to the GameCube, but is it turbocharged?

IT'S NOT ALL Vodka Dry Martinis and bedding beautiful, but ultimately deadly, ladies y'know. Being a spy means that you do actually have to do some work – which involves being shot at by nasty people and getting to drive around in flash vehicles. Thankfully, *SpyHunter* eschews all the tedious spying action (like waiting around for Boris to turn up and talk about eagles that have landed) and places you in control of the G-1655 Interceptor (a car, boat, motorcycle vehicle) packed to the hilt with rockets and machine guns to send your foe to an early grave. Imagine all the best car chase scenes from the Bond films spliced together with suitable picturesque backdrops ranging from Germany, Panama, England, France and the Middle East and you'll just about get the idea.

The real beauty of the game is that it appeals to fans of the original who, no doubt, fondly remember the arcade classic (which, in spite of the perspective change and suped-up graphics, remains largely faithful to its ageing parent) and new gamers will lap up the kind of high-octane arcade action that few publishers other than Midway can create.

However, we do have some concerns that might blight an otherwise top game. Graphically, *SpyHunter* on the PS2 didn't really impress (arguably, Paradigm was focusing on ensuring that the gameplay was spot-on – and it was). On the GameCube though, things ought to be different and a straight port that fails to utilise the GameCube's technical superiority will be a great disappointment. Time will tell, but for now we'll just hope that *SpyHunter* delivers on all counts. Expect a review next issue.

CUBE

CUBE INFORMATION

SPYHUNTER

PUBLISHER: MIDWAY

DEVELOPER: PARADIGM

ORIGIN: US

GENRE: DRIVING/ACTION

PLAYERS: 1-2

PERCENTAGE COMPLETE



AT-A-GLANCE

- 14 LEVELS OF DRIVING ACTION
- PETER GUNN THEME MUSIC
- LIKE THE ORIGINAL BUT PRETTIER
- 60 FPS SILKY LOVEINESS
- OLD-SCHOOL GAMING

RELEASE DATE



THEM WERE THE DAYS...

WHERE'S ME 10P?

In many respects we have a great deal of fondness for old games – the ones that many of us on the team grew up with. Often, it is with much moistness of the eye that we return to games only to find that they aren't quite as wonderful as we remember. Thankfully, *SpyHunter* on the GameCube remedies this by simply updating the formula in a way that is respectful to the original. Certainly, this is restrictive at times as the levels are as linear as ever – but somehow the new version gets away with this because it's so faithful to its elder. Is this a case of allowing the gameplay to do its work and improving the graphics? We think so...



“GAMERS WILL LAP UP THE HIGH-OCTANE ARCADE ACTION THAT FEW PUBLISHERS OTHER THAN MIDWAY CAN CREATE”

TOP GEAR!

ASDF ASDFA SDF

As a spy, it wouldn't seem right to be driving around in a Trebant (albeit one with rockets) – it's not like Q would shove the keys to a Reliant Robin in James Bond's hands and expect him to like it, now is it? So, bearing this in mind, Paradigm has come up with the sweetest-looking vehicles that befit the kind of super-suave agent you are.

I'VE BEEN HIT!
Okay, the motorbike might look quite sexy – all the vehicles do. However, converting to the motorcycle means that your car has taken something of a pounding – even armoured vehicles can get wrecked!



Is it a Car? Is it a boat? Well, actually it's both and that's why it's so much fun!



PREVIOUS

FROM THE MAKERS OF

NHL HITZ 2002

Midway has already jumped on the GameCube bus of fun. Try out *NHL Hitz 20-02* – it's a sure sign of things to come!



TOTALGAMES.NET RATING: 9:1



CUBE THINKS...

FIRST IMPRESSION

Misty-eyed enthusiasm for an old favourite is one thing but failing to take advantage of the GameCube is quite another. To be honest, graphically, this could be a letdown as there are signs that Paradigm has yet to get to grips with the hardware. When it was released on the PS2 it received mixed – though mainly positive – reviews, so we remain hopeful. We'll play this one to death to make sure that it lives up to expectations.

CUBE



Yellow wizard is about to die!

CUBE

INFORMATION

GAUNTLET: DARK LEGACY

PUBLISHER: MIOWAY

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



AUSTRALIA TBC



Midway once again resurrects an age-old classic and brings it screaming into the present with a GameCube release...

GAUNTLET DARK LEGACY

TINKER, TAILOR, WIZARD, CLOWN

As opposed to the original *Gauntlet* where there were only four characters to choose from – Warrior, Valkyrie, Wizard and Elf – *Gauntlet: Dark Legacy* offers a total of eight; the originals (minus the Elf) plus Knight, Dwarf, Archer, Jester and Sorceress. Each character has their own strengths and weaknesses: for example, the Knight is strong but slow, while the Jester is speedy but only has weak bombs as a weapon. As with the PS2 version, there's also a whole bundle of secret characters to pick from as well... but you'll have to find out what they are for yourself.



UNLESS YOU'RE THE most naïve person in the world when it comes to games knowledge, you'll have heard of *Gauntlet*. With updates of 'classic' games being the big thing these days though, it's obvious that the cult hit would be updated for the next-gen consoles; so it's no shock that the PS2 version of *Gauntlet* is making its way to the GameCube.

While the premise remains the same as it ever was (run around, killing monsters and picking up treasure), many improvements have been made since the good old days. This time around, your characters can pick up weapons power-ups and the gold you collect can be used to buy more items. The levels are huge and with the visuals making the switch to 3D quite well, they all look great too. Of course, favourites such as the hordes of enemies to kill and the booming voice telling you you're about to die have all remained, so we're sure *Gauntlet: Dark Legacy* will appeal to many. Find out exactly what we think in our review next issue...

CUBE

"UNLESS YOU'RE THE MOST NAÏVE PERSON IN THE WORLD WHEN IT COMES TO GAMES KNOWLEDGE, YOU'LL HAVE HEARD OF GAUNTLET"



Take that fiend! And not in a Robbie Williams and Boy George way either... erm... Boy George? What are you talking about!?



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⬆ Dag-nammit... just... can't... get... through... wings... too... wide...



DINO-NET

If you simply cannot wait for the raft of exclusive info and interviews to be found in CUBE over the coming months, you could do a lot worse than checking Acclaim's newly launched Turok Evolution Web site (www.turok.com/evolution). There you'll find loads of images, info and even movies about the game.



The shooter with added bite!

TUROK EVOLUTION

CUBE

⊕ INFORMATION

TUROK EVOLUTION

PUBLISHER: ACCLAIM

DEVELOPER: ACCLAIM STUDIOS AUSTIN

ORIGIN: US

GENRE: FIRST PERSON SHOOTER

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



AUSTRALIA SEPT '02

Development of Acclaim's dino-blaster continues apace and, as these screenshots show, it's going to be a monster!

THERE ARE FEW first-person shooters that evoke as much excitement as the *Turok* series. Though it is arguable that on the N64 the games were a little hit and miss, no-one could fail to be impressed by the original as it ably demonstrated the sheer grunt of the N64 whilst also championing more adult-orientated gaming on the 64-bit wonder.

Five years on and the prequel is looking to do very much the same on the GameCube and though Acclaim is

remaining pretty precious (and with good reason) about the latest adventures of the Fireseed clan, every time a new piece of information is gleaned from them is cause for some celebration. This month we present to you these breathtaking shots with the promise that we'll bring you some exclusive new info and a massive in-depth when Acclaim finally lets us play it, which – we have been assured – will be very soon. It really will be worth the wait...



"THERE'S LITTLE DOUBT THAT TUROK EVOLUTION WILL BE ONE OF THE MOST IMPORTANT GAMECUBE RELEASES OF THE YEAR"





DASHING

Apparently, Spidey has over thirty different combos to deal out arachnid pain. A new dash-type move has been introduced, enabling you to move much faster on the web.

The Spidey Sense Is A-Tingling...

SPIDER-MAN: THE MOVIE

CUBE

INFORMATION

SPIDER-MAN: THE MOVIE

DEVELOPER: TREYARCH

PUBLISHER: ACTIVISION

ORIGIN: US

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



RELEASE DATES



AUSTRALIA
31.05.02

Spider-Man: The Movie is due to explode onto the Cube. Will we succumb to its glossy web?

EVER FANCED CLIMBING vertically up a massive wall hundreds of feet high, leaping off and then swinging indifferently amongst the heavens as you reach even further from safety to another erection of brick and mortar? Well, we certainly have and this is one fanciful daydream that we are anxiously waiting to embrace. Treyarch, the company responsible for the success of the licence so far, is kindly giving us the ability to indulge in this atmospheric intensity by bringing the videogame version of this summer's blockbuster movie to our favourite console.

From what we've seen of this energetic foray so far, it is looking very special indeed. One of the levels we've seen in action features a chase through the city where Spidey has to

pursue the Green Goblin. This is visually stunning, coupled with clean texture work and an intense polygon structure; the imagery almost overwhelms. Pedestrians and cars move unaware of the struggle above and the draw distance isn't defaced by unnecessary fog. Being massive fans of Peter Parker and his efficacious spider strengths, we wait in excitable anticipation for its release in May. Until then, to satiate your enthusiasm, here are some screenshots and stills from the motion picture, which stars the superb Willem Dafoe, who assumes the role of the Green Goblin. At present, the game really looks the part – and if the gameplay can match the sheer quality of the eye candy that has been oozing from our screens for some time, we'll be happy.

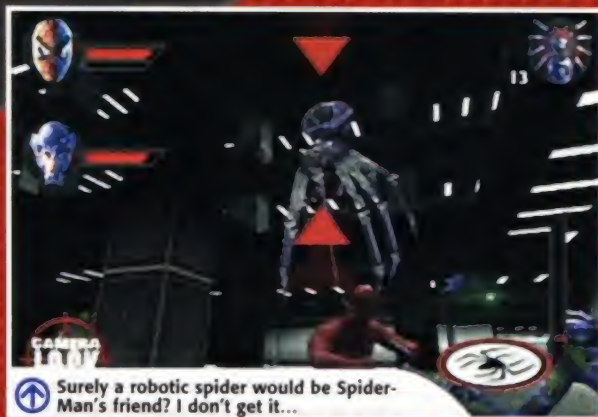
CUBE

"ONE OF THE LEVELS FEATURES AN ACTION-PACKED CHASE THROUGH THE CITY WHERE YOU PURSUE THE GREEN GOBLIN"

AN INTRICATE WEB!

FALSE STARTS APPLENTY

■ During post production of T2 James Cameron pursued a personal interest in bringing the character to the big screen, with the main roles being offered to the likes of Keanu Reeves, Nicholas Cage and even Jack Nicholson. Unfortunately, due to masses of legal red tape the film never took off until Sam Raimi took over the reins. Let's hope the saying 'Good things come to those who wait' applies with both the game and the film.



Surely a robotic spider would be Spider-Man's friend? I don't get it...

CUBE IN-DEPTH



CUBE

⊕ INFORMATION

SEGA SOCCER SLAM

DEVELOPER: VISUAL CONCEPTS

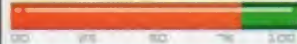
PUBLISHER: SEGA

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATE



AUSTRALIA TBC



SEGA SOC



SEGA shoots... and it scores with a blinding new take on the soccer genre! Will sports games ever be the same?

WHILE MOST DEVELOPMENT companies are happy making simple announcements about their games, some choose to taunt and tease us. Take SEGA, for example – instead of coming out and telling everyone about its next GameCube title, it chooses to drip feed artwork on the unsuspecting press. The result? A bunch of hardened gaming hacks all desperately scratching their heads, trying to work out what SEGA had bubbling away in secret.

What could it be... a wrestling game? Certainly the picture of a hulking Mexican grappler seemed to suggest so. Then there was a robotic girl and finally a strange Dhalsim-esque voodoo bloke... at which point, we gave up trying to work out what on earth it could be, for fear of going mad.

Of course, that was several months ago and now we're all fully aware that the

"AN ARCADE-STYLE SOCCER GAME WITH THE EMPHASIS FIRMLY ON ACTION AND VIOLENCE. THE PHYSICS OF THE GAME ARE SPOT-ON TOO"



PREVIOUS

FROM THE MAKERS OF...

NBA 2K2

■ On the way to the GC from SEGA is this – it sticks to realism over arcade madness but we think it might still be nice...

TOTALGAMES.NET RATING: NA

MOVE INTO OVERDRIVE

TALK ABOUT GOING TURBO.

■ Hit the L Trigger when you've got a few points on your power meter and the player you're currently controlling will go turbo – effectively becoming super powerful and fast, while covering themselves in a fancy light. It's the best way of getting an easy goal...

CHEER FOR ME, BABY!

AND THE CROWD GOES WILD.

■ Whereas most sports games only offer a generic 'cardboard cut-out' crowd to watch the proceedings, all of the spectators in Soccer Slam are totally complete polygon models. Whoever said the GameCube wasn't powerful was obviously damn wrong!

MORE THE MERRIER

PLAY THREE AT A TIME

■ The three-on-three system used by SEGA Soccer Slam means that you can have all manner of combinations when playing with your friends – whether it's three players on one team or an even split between both teams, you're guaranteed a good time!

SEGA SOCCER SLAM

game SEGA, Visual Concepts and Black Box Games (the folks behind *NHL Hitz 20-02*) were cooking up was *SEGA Soccer Slam*. Taking the popular sport of football as a base point and then throwing in elements from other sports – such as the violence of ice hockey and the showmanship of wrestling – SEGA has managed to come up with what could possibly be one of our favourite sports games on the GameCube so far. While *Virtua*

Striker 3 could be called an arcade-style soccer game, *SEGA Soccer Slam* really IS an arcade-style soccer game with the emphasis firmly on action and violence rather than the perfect physics of the sport... even though the physics in the game are spot-on too.

In fact, everything about the game oozes quality – from the wonderful animation on each of the characters (of which there are 18 to play with) and

commentary that covers each match to the stylish replays and, of course, the fancy lightshow that accompanies the more impressive shots on goal. It's usual for SEGA to polish every game it publishes before releasing it onto the shelves, but *SEGA Soccer Slam* seems have received more polishing than most – a fact that shows in the quality of the final product. If only everyone else would pay attention to SEGA's shining example...



ALL KILLER, NO FILLER

POUND THE BALL HOME!

Obviously, the idea of any soccer-based game is to place the ball in the back of the net – after all, that's what soccer is all about. With this being a slightly twisted videogame though, it's not just a matter of kicking the ball and hoping that it slips past the goalie; if you want to storm ahead of your opponent, you'll need something a bit more powerful than a simple toe punt. Thankfully though, *SEGA Soccer Slam* provides you with the perfect chance to hammer the ball home while looking suitably flashy and special at the same time. It's all about mastering the Killer Kicks and Spotlight Shots...

While you can take powerful shots at goal by holding down the B Button or powering up your character with the L Trigger, the best way to take a shot is by performing a Killer Kick. By pulling off combos of passing, 'dekeing' and basic shooting, you can build up your power bar – when it's full, you can blast the ball into the air for a Killer Kick. Simply moving one of your players into the shooting zone and hitting the B Button initiates the Killer Kick; the whole game slows down in a *Matrix* 'Bullet-Time' style and you have a few seconds to pick your target before slamming the ball into the net. The same goes for Spotlight Shots, which are somewhat rarer – when a spotlight appears, you have to move the player with the ball into the zone before taking the shot. Impressive, eh?



Winning matches is the key to climbing the league – plus you get a great celebration from the team!



CONTINUED

Those of you that know us best will understand what it is we like when it comes to sports games. While technical flair and realism is to be commended, we're fully of the belief that games are meant to be games – if you want to play realistic soccer, go outside and kick one about rather than doing it virtually. That's why we're pleased that *SEGA Soccer Slam* goes down the 'fun over realism' route, taking such a well-loved (and yet too often done) concept such as soccer and morphing it into a non-stop roller coaster ride of thrills, spills and violence. Hey, if you can't do it in a videogame... well, when can you?

In the same way that *NHL Hitz 20-02* (which comes from some of the same people that *SEGA Soccer Slam* does) and *NBA Street* boiled down their relevant sports until only the hardcore basis remained, *SEGA Soccer Slam* takes soccer into a whole new dimension. By simplifying the sport, it's been made so much more fun – there are no rules or regulations to get in the way of the action, each team only has three players on it to keep things moving and there's more than one way to get the ball in the back of the net. Put simply, the only things that *SEGA Soccer Slam* has in common with soccer are the basics; a ball, two goals and a bunch of people fighting for control of all three.

"BY SPORTING THE SPORT IT'S BEEN MADE SO MUCH MORE FUN. THERE ARE NO RULES OR REGULATIONS TO GET IN THE WAY OF THE ACTION"



THERE'S NO 'I' IN TEAM

The six teams has three distinct players, each with their own personality and characteristics. With that said, we'd like to present you with our top five players in *SEGA Soccer Slam* – maestro, cue the Alan 'Fluff' Freeman music please...

■ AT NUMBER FIVE...

EL DIABLO (FROM EL FUEGO)

When we first saw this guy, we thought SEGA was making a wrestling game – he's big, mean and has muscles where most people don't even think of flexing.

■ AT NUMBER FOUR...

NOVA (FROM TOXIC)

Now that's a turn up for the books – a techno geek with sporting ability. Mind you, we doubt anyone will try to avoid hitting him just because he's wearing glasses...

■ AT NUMBER THREE...

KAIMANI (FROM SPIRIT)

As happy out on the water as he is out on the pitch, Kaimani has the ability to 'see' into the future with the help of his spirit guide. Of course, he usually sees himself scoring...

■ AT NUMBER TWO...

DANTE (FROM VOLTA)

A man after our own Chandra's heart... he loves himself and spends as much time touching his hair as he does putting the ball in the back of the net. Ah, God bless him.

■ AND AT NUMBER ONE...

HALF-PINT (FROM SUB ZERO)

Well, he's British and wears hob-nailed boots so that's a good start. With his punk haircut, violent attitude and love of his mum though, there's no doubt he's our star player.

5



EL DIABLO

4



3



2



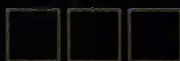
1



In typical SEGA style though, *SEGA Soccer Slam* has that hook that means you can pick it up and play it for a few minutes or several hours without getting bored – the different modes of gameplay manage to offer enough variety to fulfil whatever you're looking for. Want a quick blast around the pitch? Then try an Exhibition match. Fancy something a bit more substantial? Well, there's always the Quest mode, which can be compared to the World Circuit mode of *Virtua Tennis 2* on the Dreamcast – several matches, interspersed with challenges and special All-Star games to break up the action. Believe us, there's plenty to be getting on with here...



IN THE CUBE WITH...



EDOARDO DE MARTIN

PRODUCER, BLACK BOX GAMES

CUBE: How was the work on *SEGA Soccer Slam* divided between yourselves and Visual Concepts?

EDOARDO DE MARTIN: In a nutshell, Visual Concepts and SEGA take care of the marketing and selling of the game while we are solely responsible for the building of the game, although Visual Concepts was instrumental in shaping the vision of the game. We took that vision and basically designed and built the game from the ground up. Throughout the process of building the game, we communicated regularly with Visual Concepts, discussing the game's direction. We also worked together with Visual Concepts in testing the game during the approval process.

CUBE: Where did you get your inspirations and ideas for the different characters in the game? Also, who's your favourite character and why?

EDM: The ideas for the characters came from the team. We went through quite a few meetings to flesh out the characters, then handed off those ideas to our writing team who developed them even further. Once we had the concept for each one, we developed the 2D art and this serves as the inspiration for the modelling, texturing and facial and game animation. There really was no one single point of inspiration, but rather a culmination of ideas that have resulted in what you see today. My favourite character has to be Angus... I love the way he runs!

CUBE: Some people have been a bit critical about the various stereotypes portrayed in *SEGA Soccer Slam* (even though we think there's nothing wrong with poking a bit of fun) – what do you have to say to these cynics?

EDM: We have not heard any negative feedback regarding these stereotypes, so that's news to me. All we were trying to create were fun and memorable characters... it's all pretty innocent. Being Italian/Canadian, my family and I really enjoy watching Dante's goal celebration in the game... it's all fun!

CUBE: With SEGA's reputation for great games being so huge, you must have been under a lot of pressure to come up with something special. What was that like to deal with?



EDM: Certainly, there is a great deal of pressure; SEGA and Visual Concepts have extremely high standards and an endless list of successful games under their belts. It has always been our mandate at Black Box Games to be a company known for building great games, so we are not strangers to this type of pressure... in fact, we welcome it.

CUBE: Is there any truth to the rumour that *SEGA Soccer Slam* is going to be a cross-platform game and, if so, will the GameCube version remain the definitive version or are you planning to make improvements for other versions?

EDM: In this industry, anything can happen. We definitely want to improve what we have, so we are always looking for opportunities to do that.

CUBE: This is the second game that Black Box Games has developed for the GameCube (with the first being *NHL Hitz 20-02*). From a development point of view, what do you think of the GameCube?

EDM: We really enjoyed developing on this platform. As you can see with *SEGA Soccer Slam*, we were really able to push the limits of the system so that we could balance great artwork and a solid frame rate.

CUBE: You're obviously on a roll... what's next on the cards for the GameCube from Black Box Games?

EDM: I am not at liberty to say! However, I will say to stay tuned for another Black Box Games title on the GameCube later this year.



FASHION VICTIM

THE CLOTHES MAKE THE MAN

As you make your way through the Quest mode to win the Continental Cup, you'll earn cash from every game that you win (as well as from the various mini-games that appear during the first half of the league). While it's always nice to have a bit of spare dough in your back pocket, there's really only one thing to do with it in *Soccer Slam* – spend, spend, spend! Head for the Soccer Shop and check out the goodies on offer for you to buy... they differ depending on the team you're using and each relate to an individual member of the squad. When you've got enough money together, you can purchase the item of your choice – not only will it boost the abilities of the player it relates to, but they'll also wear it with pride! Shin pads, helmets, medals, voodoo masks and all kinds of other crazy things are there for you to buy, so make sure you pick up as many of them as you can!



CUBE

"THE DEVELOPER HAS CERTAINLY WORKED HARD TO MAKE SURE THAT EVERY TINY DETAIL OF THE GAME IS PERFECT, IT FEELS SPOT-ON FROM THE START."



SPIT AND POLISH

As you'll be able to tell just from looking at the screenshots of *SEGA Soccer Slam*, the developer has certainly worked hard to make sure that every tiny detail of the game is perfect. So much care and attention must have gone into the smallest thing, because it all comes off feeling spot-on from the start – something that a lot of games these days are sorely lacking. It's football, but done the SEGA way; fast, fun and totally frantic!



THAT'S FOR ME MUM

RUB THEIR NOSE IN THE DIRT

■ As real-life football shows, celebrating after a goal is only natural. Of course, *Soccer Slam* takes it one step further and lets the scoring player taunt the opposition with a number of nasty jibes... just to rub it in!

INSTANT REPLAY



BLIMEY... WHAT A GOAL!

LET'S SEE THAT ONE AGAIN...

■ Because the goals that can be scored are suitably spectacular, it's only right that *Soccer Slam* follows up each successful strike with a full-on Instant Replay. There's nothing quite like watching it all again in slow motion, is there?

A CODE A DAY...

CHEAT LIKE YOU MEANT IT!

■ When you purchase the concept art for each team from the Soccer Shop, you'll find a new cheat written on the bottom – use these to change the style of the ball, activate Big Head mode or turn the whole game black and white!



SOCCER À LA MODE

Being a SEGA sports game, there are loads of different modes for you to try your hand at – whether you're playing with mates or on your own, you'll always find something to suit your mood.

EXHIBITION

Ideal for people who just want to have a quick kick about, especially if you've got your friends round for a gaming session. There's even a Quick Start function if you don't want all the hassle of picking teams and stadiums.

QUEST

The meat and potatoes of the game is the Quest mode – a full-on season of 13 games against all the other teams for the Continental Cup. As well as the main matches, there are also challenges and bonus games to help you earn extra cash.

TOURNAMENT

With the opportunity to have up to six people playing in the tournament, this is the perfect mode for those of you with lots of gaming mates. Pick your team and then duke it out for the title, respect and chance to show off to your friends!

PRACTICE

If you want to polish up your playing skills or get the hang of performing Killer Kicks and Spotlight Shots, you'll need to get into the Practice mode. Every skill is on offer to practice, so it's handy for less skillful players.



CUBE

THINKS...

FIRST IMPRESSION

■ SEGA has a reputation for coming up with the goods and, not surprisingly, *Soccer Slam* is no different – once again we're treated to a game packed full of action, characters and all those other magical touches that make SEGA games so special. We love this one... when it hits PAL shores, you're going to love it too.

CUBE

CUBE

REVIEWS



EDITORIAL

MUCH LIKE AYRES Rock, Castlemaine XXXX and Ron Jeremy, the GameCube is going to be huge down-under. Now obviously, those of you reading this have some kind of interest in Nintendo's wonderful new machine, although some of you might still be pondering about whether to buy one or not. After all, there's plenty of competition out there... so why should you stump up your dollars for a GameCube? Well, it's all about foresight you see...

As far as we're concerned, the GameCube is a winner. Just look at the list of games available on day one – can you honestly say there aren't at least five games on there you want? Then there's all the top titles that are coming in the next few months, not to mention over the coming year; Super Mario Sunshine, Zelda, a StarFox Adventures, F-Zero, ... need we go on? We could if we wanted to, you know. For now though, we'll give you a break – hey, you're going to need it to get through all the reviews we've got packed in here this issue... ■ **MARTIN MATHERS**

36 Who needs The Force when you've got a GameCube? We've got a very good feeling about this.

STAR WARS: ROGUE LEADER



CUBISTS

Ah, the **CUBE** team... like the Partridge family, but without all the singing and 70s haircuts.

SIMON PHILLIPS



IS: A bit of a superstar DJ
ISNT: Sure which bit he is
THIS MONTH: Simon's adventures into the world of DJ stardom continued unabated as DJ Lips took his first booking – no doubt the people at the old folks' home appreciated his range of phat beats and wicked tunes.

MARTIN MATHERS



IS: Feeling suitably refreshed
ISNT: Complaining any less
THIS MONTH: Mart made the most of his sunshine-filled holiday time... by sitting at home, looking after his cat and playing games. Not just any games though – they were Xbox and PS2 ones. Burn the traitor!

CHANDRA NAIR



IS: Free and single, ladies
ISNT: As hairy as he looks
THIS MONTH: Mr Nair celebrated his birthday with a night out in Manly – the coolest place on Sydney's northern beaches. Of course, that all depends if you enjoy fishing or not, doesn't it?

DARREN MAYES



IS: A man of mystery
ISNT: Related to Austin Powers
THIS MONTH: All the ladies in the office swooned as Darren joined the team – apparently, there's something about him that they all love. Maybe it's that hidden can of pheromone spray that he likes to keep in his pocket...

GARY ADAMS



IS: The new kid on the block
ISNT: A floater... honest
THIS MONTH: We welcome new boy Gary to the fold with open arms... or we would if it wasn't for the fact that we don't want him to touch us in any way. He's the new slave of the Cheating Monkeys – someone has to be.

CYRA COOMBER



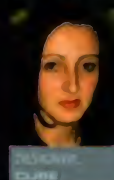
IS: A big fan of cous-cous
ISNT: A natural red head
THIS MONTH: The only girl we know who owns a unit big enough to sleep more than two people was thinking about decorating. Try as we might though, she won't be convinced to let us do it for her... hey, we're just as good as *Changing Rooms*.

DAWN ROBERTS



IS: Succumbing to our will
ISNT: Up for making the tea...
THIS MONTH: Dawn has been slowly coming to the fact that she has to shout, scream and punch us in various places before we'll do any work for her to design. Cor... it took a whole month to work that out for herself? Blimey.

STEPHANIE PEAT



IS: The Red Adair of Design
ISNT: Available for autographs
THIS MONTH: Company favourite and all-round darling Steph stepped in at the last minute to make sure that the mag left the building on time. Do we appreciate her efforts? Not nearly enough – just don't tell her we said that!

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



We've painstakingly gone over all of the GameCube launch titles, as well as the important ones out in the first month... are we good to you or what?

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68
SUPER
MONKEY
BALL

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and some vital bullet points summing it all up.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find not one but two more snippets of advice right here.

ALTERNATIVES

Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOX OUTS

If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers

RATING
90 ⬆

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

RATING
75 ⬆

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING
50 ⬆

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

RATING
25 ⬆

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING
00 ⬆

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

Hop into an X-wing and live the dream...

CUBE
STAR
GAME

CUBE

INFORMATION

ROGUE LEADER: ROGUE SQUADRON II

PUBLISHER: ACTIVISION

DEVELOPER: FACTOR 5

PRICE: \$99

ORIGIN: US

PLAYERS: 1

STATS

- 15 LEVELS TO FLY THROUGH
- STARS THE MILLENNIUM FALCON!
- OFFICIAL LICENCE
- MOVIE-LIKE IMMERSION
- 1 MEMORY BLOCK REQUIRED

RELEASE DATE

AUSTRALIA
OUT NOW!

STAR WARS ROGUE

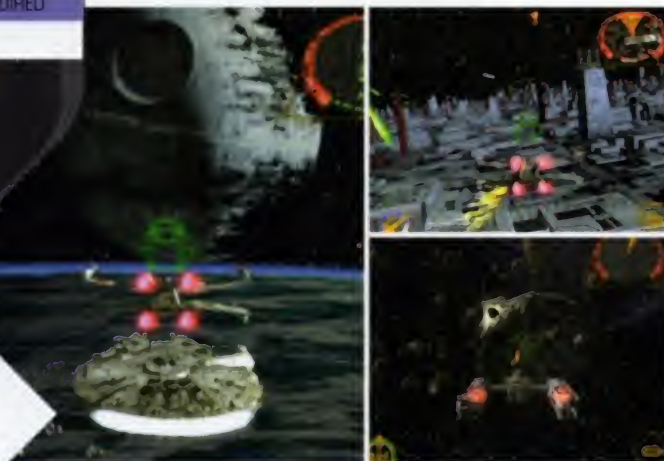
History dictates *Star Wars* games fall flat compared to their hype. Not the latest one...

A FEW MONTHS

ago, in a country about 7000 kms away, a game called *Rogue Leader* was released. Taking the winning formula of Factor 5's N64 game *Rogue Squadron*, it was instantly a massive hit. The mind-blowing graphics and cinematic sound transported the player straight into the *Star Wars* universe, and the intuitive shooting action allowed everyone to feel a part of it.

Now it has finally been released over here. Many people have been awaiting this moment since the first tech demos of the game appeared way back in 2000, at the Nintendo SpaceWorld show.

If you cast your mind to the N64 outings *Rogue Squadron* and *Battle For Naboo*, you will have an idea of how this game plays. Taking the same formula, you have to blast your way through famous set pieces from the classic films. Taking a run through the Death Star's trench, harpooning the AT-AT's legs, deactivating your target computer and trusting to the Force as screaming TIE fighters around you are blanked out by your pure focus... the list goes on and on. Anybody who is passionate about *Star Wars* and has grown up with these moments can breath a huge sigh of relief, as *Rogue Leader* does not disappoint. Any gameplay faults the game may contain will be brushed aside from the emotion of having a *Star Wars* game that looks like the real thing. There are times in this game when you will shudder, times when your spine tingles and times when you won't be able to play because you are completely in awe.



CHASE THE EXPRESS: Occasionally an enemy fighter will lock on and chase you. When this happens the view pushes forwards a touch. Try and slip out of this one!



Protect the Rebel Troop Carrier from the Interceptors at all costs.



**ROLL UP!
ROLL UP!**

Some people complain the game feels as though it runs on rails. Simply turn off 'auto-roll' and 'auto-level' to create a more authentic and free-roaming Star Wars experience

OBJECTIVES
Destroy Shield Projectors before reinforcements arrive.

CONTROLS
D-SWITCH: ON
CAMERA: ON
ROLL: OFF
LEVEL: OFF
POSSAIRS: ON
RUMBLE: ON
BACK



LET THERE BE LIGHT

Rogue Leader looks stunning at all times, but where it really shines is when it starts to throw lighting effects around. When you are flying through the Death Star trench, lining a beam will cause the narrow sides to light up momentarily. The green lasers above you flash and glimmer on your craft. But the standout level is the planet Kothlis. The time is late afternoon and the sun is the light source. Tall shadows from the grassy hills are thrown out for miles, and the sun glistens on the calm ocean. A burnt-out Star Destroyer lies half submerged, still puffing out choking black smoke. Words cannot express both the technical and aesthetic beauty of the level – it's absolutely stunning, and for a few idle moments of dreaming you could swear you were looking out on to a real world.

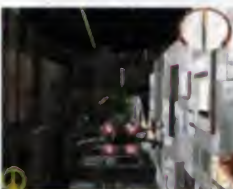


LEADER

ROGUE SQUADRON II



It's the ship everyone's wanted to pilot... hmm.



TRENCH RUN

Out of all the classic *Star Wars* moments that you can relive throughout the game, the best must be the Death Star trench run. Starting off on the surface, you have to take out several towers. Once this is complete the TIE fighters come screeching in, aiming to bring death to you and your wingmen. Eliminating these will take you on to the next area of the mission. Following a cut-scene that shows your X-wing descending into the unknown, you find yourself in the trench. Screaming through miles of cold

hard metal at several times the speed of sound, every wish you ever had to do this is suddenly realised. You pull back as Wedge warns you of approaching TIEs. They explode. Then you hear that famous line. Darth Vader's muffled breathing fills your ears as you avoid his fire. He is mean, but Han Solo is there for you. Your movements are not your own anymore as the Force courses through your veins. Your fingers hover over the B button; waiting for that moment... this is what gaming is all about.

OK COMPUTER

The targeting computer is a vital part of *Rogue Leader*. It highlights potential enemies and confirmed enemies in pink and yellow, and can be called up at any time. Holding Y will activate it, and letting go will deactivate. The only problem with this is it can be difficult to fire at the same time as performing this action, so some joypad dexterity is sometimes required. Due to this, it is wise to use the computer as a tracker, identifying targets from a distance. It is especially cool to use it in the trench run as well, paying homage to the film. Hopefully Factor 5 will address this small problem in the next instalment, perhaps making it so you have to tap the button once to activate, and then tap again to deactivate. It becomes much easier with practice though.



SATURDAY NIGHT AT THE MOVIES

Forget all of that hugging and kissing malarkey. This is what the cinema is all about



Being a title based on a famous film, you would expect cinematic cut-scenes by the dozen. Factor 5 does not disappoint. The camera swoops and glides around the various ships and planets, getting in every angle possible. The cut-scenes to game transitions are absolutely seamless.

One of the stand-out points is the battle of Hoth. With the rebels running around on the snow, the AT-ATs and AT-STs stomping around causing destruction and the ion cannon pumping out death, it really is a feat for your retinas. If you sit back a bit and relax you would be hard pressed to tell the

difference between the game and the film at times, which is a huge achievement. It is satisfying to see the explosions actually being more visually impressive than in the original films, too. You really get to appreciate all of the details that Factor 5 has put in.



COMMENT

What hits you first in this game is the presentation. Slick isn't the word for it. The front-end menus comprise DVD-quality footage of the films playing along in the background, and various space ships' cockpits opening and closing to accompany menu selections and cancel actions. The actual in-game graphics are astonishing. The GameCube handles whatever is thrown at it with ease, be it hundreds of ships weaving in and out of asteroids or a humungous Star Destroyer arriving at its destination. Textures are as high-res as your brain could possibly handle and the amount of laser fire flitting across your path will give you the twitches. The cockpit views in particular are well done, with lots of detail. Moving the camera stick lets you take it all in.

This polygon-pushing power, mixed with some extremely talented developers making the GameCube sing

so early on in its life, makes you wonder at what can be done with next-generation software.

The music is lifted straight from the films and this, coupled with some of the original voice actors, gives an atmosphere that is simply unbeatable in any other game of this type. The feeling of actually being there simply can't be expressed through screenshots and words.

The elation you feel as you swoop down into the Hoth ice fields, seeing your fellow rebels scatter around in blind panic as you take out the AT-STs hunting them down, is one of those magical moments in gaming that only happens every so often.

But for all of the atmosphere, the memories and the visuals, the fact that *Rogue Leader* is little more than a flash remake of past Factor 5 games casts a small shadow over proceedings. The N64 outings, while excellent, were

VIEW TO A KILL: Twiddling the C-stick while using the in-cockpit view allows you to look around. This really gives you a sense of the scale used in the game.

CRAFT WARS

All the famous *Star Wars* ships are here – including a few hidden ones you wouldn't expect to see. All of them are muddled perfectly, and the dirty greys and battered hulls really capture the spirit of the films. A nice touch is the way you select your craft: instead of a boring screen, where you would normally use something like a cursor, you get to control Luke Skywalker. He responds to analogue movements – walking and running as you see fit. You can even look outside the hanger window. Move him towards a docked ship and press Y to hear a description. Of course, you cannot select any ship for any mission, so sometimes there will be two types actually in the hanger, with the choice of piloting only one.

But it just goes to show the effort that Factor 5 has put into trying to immerse you into the *Star Wars* universe – while you haven't got unlimited selection in real life, you certainly feel as if you do.

SELECT CRAFT



**"AN
ATMOSPHERE
THAT IS SIMPLY
UNBEATABLE"**



**AUTHENTIC
ATMOSPHERE**
Sometimes your viability will be severely hampered. Nebulae and fog are the main culprits. Use your targeting computer to sort the bad from the good.



CUBE VERDICT

ROGUE LEADER

THE BEAUTIFUL PRESENTATION SAVES ANY FAULTS IT HAS.

criticised for their lack of depth. In effect, despite differing mission objectives and a change in environments, the gameplay remains the same. The most important point though is that none of this matters. The action is so engrossing that the gameplay seems anything but shallow, and six months after getting the US version we still have five-hour long *RL* sessions.

It's a shame that there are no multiplayer options and a shame that there aren't more original levels, but these are small grumbles. In all honesty we can find no real fault with this game. PC flight-sim purists will slag it off, but so what? If you like *Star Wars*, even a little, you owe it to yourself to have this game.

GARY



VISUALS

Nothing else currently available comes close. Watch and wee.



AUDIO

With Pro Logic II you will actually feel yourself warp into the universe.



GAMEPLAY

Basic, mission-based shooting action, but impulsive all the same.



LIFESPAN

The medal collecting will take you months – but you may get bored.



ORIGINALITY

Strip the graphics away and you could be playing the prequel.

ALTERNATIVE

STAR WARS: ROGUE SQUADRON

The N64 prequel looks dated now, but at the time – wow! Still plays as good as ever, but is hampered by frame rate issues.



STAR WARS: BATTLE FOR NABOO

A Phantom Menace-flavoured Rogue Leader. Same kind of game, but with different ships, environments and audio.



OPINION

THE FORCE IS STRONG

"The only launch game to make full use of the GameCube hardware – this is what the GameCube is all about."

CHANDRA

X-WING-A-DING! "Looks beautiful, plays brilliantly, but too short-lived – otherwise near perfect."

MART

FINAL SCORE

9.1

AN UTTERLY GORGEOUS GAME THAT IS BOTH FANTASTIC IN EXECUTION AND PLAY. BUY IT NOW!

CUBE
STAR
GAME

Tony's back, and it's his first outing on GC!

TONY HAWK'S PRO SKATER 3

THE FIRST GAME was a surprise. Up until then, so-called 'extreme sports' titles had generally been average at best. Then came along a game that pleased everyone. It was accessible enough to get started and hugely enjoyable without any knowledge of skating whatsoever, and if you looked hard enough there were enough complex links and secrets under its beanie hat to please chase and dedicated gamers alike. The sequel was even better, adding more parks, skaters and even a track editor. The third outing is a natural refinement of this legacy.



COOL CHARACTERS

WHO DO YOU WANT TO BE TODAY?

Tony Hawk's has always included some fantastic extra characters. Among others, Spider-Man has made an appearance. We thought it wouldn't get any better – but we were wrong. Darth Maul of *Star Wars* fame comes skating along, followed by NeverSoft's eyeball logo on a body, looking like something from *Quake*. These are only some of the characters available, and you can be sure that you will have a blast unlocking them all.

Everything you would expect is here – more parks, obscure challenges and tons of characters. Even Darth Maul makes an appearance!

The controller causes a few problems though – with this sort of game there is no button more important than another, so having a huge 'A' button occasionally means that you fumble for the right one. It's not a huge issue, and luckily only happens on the odd occasion. Aside from these small problems though, *Tony Hawk's* remains as brilliant as ever.

The combo system is as intricate as it always was, allowing the novice to perform well enough to get interested and the expert to rack up some truly astonishing scores, never seeming to touch the ground with their board. This is the real secret to the game's success, in fact. The sheer joy of grinding from rail to rail, transferring onto a halfpipe, and then holding a pose on the top of a telegraph pole is something that you cannot underestimate. Inferior 'extreme' games have nearly always excluded the 'extreme' element, not so with *Tony Hawk's*.

The animation has lost the wooden touch of old – in fact, when you see somebody fall you may find yourself wincing, and the music still has that happy-go-lucky feel to it that will make anybody grin. It's a package that no self-respecting 'extreme gamer' should miss.

GARY

INTRODUCING...

Tony Hawk's 3 has a wicked intro. Featuring video footage of the skaters who star in the game, it's enough to get you turning off your GameCube and running outside to see what the weather's like!



Pull off some amazing tricks, but don't get cocky as you'll wind up on your ass...



CUBE VERDICT

TONY HAWK'S
PRO SKATER 3

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

PRICE: \$99

GENRE: SPORTS

PLAYERS: 1-2

FINAL SCORE

90

FANTASTIC MOVES, AWESOME
DESIGN AND GREAT GAMEPLAY
– AN UNMISSABLE GAME.

"INFERIOR 'EXTREME' GAMES HAVE
NEARLY ALWAYS EXCLUDED THE 'EXTREME'
ELEMENT, NOT SO WITH TONY HAWK'S"

XG3: EXTREME G RACING

Strap yourself in
and feel the Gs!



EASY RIDERS

No, your eyes aren't deceiving you – that is the sight of four people racing around the track at once. Even better than that though is the fact that even with the four-player split-screen effect, the game never stutters one; the 60fps frame rate manages to remain constant throughout, no matter how much action is going on at any one time. Doubters of the GameCube's power, prepare to have your comments blow clean out of the water...

AS WITH MOST games that are derived from real-life pursuits, racing games can go one of two ways – either total realism, as seen in titles like *Gran Turismo 3*, or all-out fun like in *Super Mario Kart*. Which you prefer is a matter of taste, but most people agree that what they want from a racing game is speed – and plenty of it. With that in mind, you might want to think about giving *XG3* a quick spin around the block...

Now, the main thing you need to know about *XG3* is that it's fast – in fact, it's faster than fast. Never before have we seen a racing game run at such high speeds so smoothly; in comparison to its PlayStation2 counterparts (both this and *Wipeout Fusion*, which are good but stutter on the frame rate), this is so nippy that even we were amazed. Of course, it's also bloomin' good fun thanks to its simplicity. Hurtling

around each track at high speed, while trying to take out as many opponents as you can with your wide range of weaponry is really great... especially if you're doing it with mates rather than on your own.

The only real gripe that we have about *XG3* though is quite important and one that seems to be popping up a lot in recent games – it's just not long enough. The AI of the opposition, combined with only a reasonable amount of leagues to race through, means that persistent players should be able to complete the whole game in a matter of days, which is a shame when the game itself is so enjoyable. While this makes the overall longevity of *XG3* questionable, there's no doubt that what's there is damn good stuff. Certainly well worth a rent before you make a definitive purchase...

MARTIN

CUBE VERDICT

XG3

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

PRICE: \$99

GENRE: RACING

PLAYERS: 1-4

FINAL SCORE

8.4

A DAMN FAST GAME – IN
TERMS OF SPEED AND THE
TIME IT TAKES TO FINISH IT.

Sonic on a Nintendo?! Who would have thought, eh?

CHAO CONNECTIVITY

Training the Chao is a hard task. You can feed it fruit from a tree, get a small animal to teach it a new skill or collect the special 'Chao Drives' that enemies drop. In order to get your Chao to have expert skills though takes a little more work. For instance, when an egg is hatched, if you want a swimmer it would be a good idea to pick up the baby and let it paddle about in water. From now on your Chao will be a water worshiper. Downloading the data onto your GBA will let you go to kindergarten or even a class room, in order to raise its intelligence. Another fascinating aspect is the result of breeding. Depending on who the Chao's parents are, and how it has been reared, will affect its appearance. You could have a Chao with a halo, or even with devil horns!

SONIC ADVENTURE
2 BATTLE

FIVE YEARS

ago this product was the dream of many a gamer. A Sonic game – on the same console as a Nintendo character. The possibilities are endless. The SEGA vs Nintendo wars defined a gaming era that many people see as a golden age of gaming and now, well, you know what's happened. So as SEGA steps forward and leaves its past behind, verging on a new frontier of greatness, it releases *Sonic Adventure 2 Battle* for the GameCube. A port of the Dreamcast title, but with the

addition of taking advantage of the GBA connectivity feature, it's a whole lot more.

Unlike past Sonic adventures, you have the option of playing through the game with either the good guys or the bad guys – hero and dark respectively. The quests are similar, considering that each character on each side has their equivalent on the other, but the different angles on the story make it worth playing through twice.

One of the main criticisms of the original *Sonic Adventure* was the actual adventure aspect of it.

Between levels, players were asked to walk around solving simple puzzles in order to access new areas of the game. While some enjoyed this, others didn't – it was a radical departure from the original MegaDrive games. *Sonic Adventure 2 Battle* goes back to its roots in the way that you race around the levels at light speed with only small patches of dialogue in between. Well, you do on some levels – and this is where the downfall of the game lies. You see, Knuckles' and Rogues' levels consist of walking around looking for hidden gems. Clues point to where they are. Considering the size of the levels, the pace of the game takes a drop. Not good for a game that is

based upon speed. Dr Eggman and Tails' levels are battles in giant cumbersome robots that begin to grate quickly too.

But Sonic is Sonic after all, and whatever faults the game has are quickly brushed aside as you fly through neon loops and race down the side of a San Francisco building. The rush is there – and that's what Sonic has always been about.

GARY

"SONIC ADVENTURE 2 BATTLE GOES BACK TO ITS ROOTS IN THE WAY THAT YOU RACE AROUND THE LEVELS AT LIGHT SPEED"



Once again that SEGA seem to be able to get the most out of the GameCube.

CUBE
VERDICT

SONIC ADVENTURE

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

PRICE: \$99

GENRE: ACTION

PLAYERS: 1-2

FINAL SCORE

8.0

A DREAM OF A GAME, BUT
FLAWED IN PLACES.

Long-awaited on the GameCube front, it's...

INTERNATIONAL SUPERSTAR SOCCER 2



FOOTBALL GAMES

have always been an important part of a console's gaming armoury. All things considered, for every major system there has always been a standout title that has captured the true spirit of the beautiful game. No more so than the famous *ISS* series. First appearing on the Super Famicom, then later on the MegaDrive, it achieved near perfection on its various N64 outings. It has to be said that the GameCube version is slightly different. As it was, the only competition that *ISS 64* received was from the dismal *FIFA* incarnations. This time, however, *Virtua Striker 3* is running down the wing, and it isn't going to be stopped at the hands of any defence, no matter what legacy it holds.

First things first: *ISS2* is pretty impressive. The graphics, while not quite up to *Virtua Striker 3*'s standards are still top notch – the various times of the day to play create some atmospheric shadows that are thrown around the pitch and the player models look almost too human. The controls are

ultra-responsive and precise, and the passing system is one of the most intuitive yet – you always feel in control.

There is no dithering before slowly tapping the ball in the wrong direction – everything flows as it should. The highlight of the game though is the multiplayer, which (let's face it) is the thing that football games are made for. Happily, the game supports four players, so grabbing three friends may cause you to never leave the house again. Ultimately though, *ISS2* falls short of *Virtua Striker 3*. Animation problems are evident, with entire frames missing at times, and the computer AI can be a little inconsistent. The scenario modes that made the previous games such a joy to play are not included, which is a glaring omission, and the various leagues and cups fail to totally captivate.

But as it stands, *ISS2* plays as solidly as ever, and were it not for *Virtua Striker 3* you'd be hard pressed to find a finer football game on any other system.

GARY



"GET THREE FRIENDS TOGETHER AND YOU MAY NEVER LEAVE THE HOUSE AGAIN"

CUSTOM CHARACTER

Included in the game is a novel Character Creation and Team Edit mode. As well as being able to change squad formations, tactics and player numbers, you can also edit individual characters. Everything from the hair style/colour to the skin colour, eyebrows, eye colour, boots, shirts, shorts and facial hair can be fiddled with to a certain extent. Unfortunately, it's not quite up to *Virtua Striker's* standards. There is little variation between the different styles of clothing and you won't be noticing much once they are on the pitch.



CUBE VERDICT

ISS2

PUBLISHER: KONAMI

DEVELOPER: MAJOR A

PRICE: \$99

CANAL: SPORTS

PLAYERS: 1-4

FINAL SCORE

8.2

THIS GAME IS CLOSE TO CLASSIC STATUS, BUT STUMBLES ON THE WAY.

CRAZY TAXI

THE SIMPSONS ROAD RAGE

MAKING A

massive impact upon initial release

for SEGA's 128-bit contribution to the next-gen stable, *Crazy Taxi* brought arcade thrills to home consoles like never before. With its off-the-wall take on the speed demon genre and superb graphics, it was well known for taking the formulaic rules of its serious competitors and smashing their frailty all over the floor, whilst simultaneously dropping of an anxious passenger to the nearest KFC. To follow on from this game's previous success story, Acclaim Studios Cheltenham studio has now brought its adrenaline rush to the GameCube.

For the most part, the game has carried over all the arcade shine that previous instalments were synonymous with. The Arcade mode, the challenges and even the option of the five/ten minute runs have all remained true. The controls feel comfortable and actually seem more at home on the GameCube controller than on rival systems.

Generally, the gameplay is still as crazy as it has always been, with your desperate efforts to increase your ranking to the elusive A class fuelled by your competitive inner psyche. The only problem is that we've seen it all before and the stale smell of a dying horse is beginning to rise. If you are a fan of the arcade version, then this is a must, but if you already own a Dreamcast or PS2 version then you won't find any new features here.



CUBE VERDICT

CRAZY TAXI

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

PRICE: \$99

GENRE: ARCADE RACER

PLAYERS: 1

FINAL SCORE

7.3

IT IS TO THE BENEFIT OF GC THAT SEGA'S SPEED FREAK-ATHON GETS A NEW HOME.



IT IS immediately obvious that *Simpsons Road Rage* draws heavily from *Crazy Taxi*. The formula is exactly the same – you drive around picking up passengers and taking them to their preferred locations, but with two major differences that set it apart from the SEGA classic. Firstly, most of the scenery is destructive, allowing you to pummel through buildings and signs with ease, making for a more chaotic experience, and secondly – its licence. This is what saves the game. If the familiar yellow characters were not

present, this would be seen as a shoddy copycat with few redeeming features. But as it is, the premise of driving around Springfield meeting all of your favourite characters proves to be completely irresistible and, as such, this shameless rip-off of a company renowned for innovation and risk taking has its own charm that proves to win over even the most cynical of gamers. That is, of course, if you are a *Simpsons* fan.

CUBE VERDICT

SIMPSONS ROAD...

PUBLISHER: EA

DEVELOPER: RADICAL ENTERTAINMENT

PRICE: \$99

GENRE: RACING ACTION

PLAYERS: 1-2

FINAL SCORE

7.8

THE INFAMOUS YELLOW PEOPLE HELP AN OTHERWISE SHAKY CAUSE.



ESPN INTERNATIONAL WINTER SPORTS 2002



IN REALITY,

to plummet ourselves down a snow-covered hill on two bits of fibreglass is a somewhat terrifying thought... and one that we would rather not entertain. So while some of us stay in the relative safety of *Super Monkey Ball*, others (at the request of the public) dare to take on the death-defying challenges presented by altitude and gravity; we give you *ESPN International Winter Sports 2002*.

What the sports messiah, Konami, has provided us with are ten different – or in a few cases, astonishingly similar – winter sports

events for you to indulge in whilst entertaining that childhood dream of competing to collect Gold. All of these (as the case has always been) involve bashing the A and B buttons, whilst praying for success. The events themselves require you to ski or skate your way either to your doom or patriotic glory.

Whilst this is a proven and an addictive formula, and being something that has worked many times before, it can now become quite monotonous: meaning that the events do provide a little variety, but essentially you are left feeling lost with no thirst for more.



CUBE VERDICT

ESPN INT. WS 2002

PUBLISHER: KONAMI

DEVELOPER: IN-HOUSE

PRICE: \$99

GENRE: SPORTS SIM

PLAYERS: 1-2

FINAL SCORE

6.2

IF YOU LOVE WINTER SPORTS YOU CAN DO A LOT WORSE THAN KONAMI'S OFFERING.

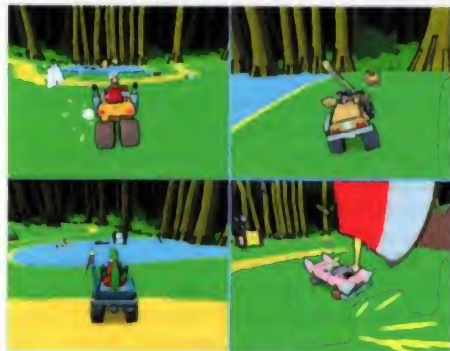
CEL DAMAGE

NEVER BEFORE

has pain emitted from the TV and continued to reciprocate the blast of stress therapy unleashed so devilishly upon game characters to those that play the games themselves. Never before have we so sadistically taken more punishment than is required, until now that is. And we endured all this misery for what? Yes, you lot... so please pay attention and don't let our hours of frustration extend further than necessary.

To indulge those sadists out there, there are 36 weapons in the game that allow you to express your angst and, further more, these are split into

three different categories – primary weapons, personal weapons and pick-up weapons. There are also a variety of dangers and traps spread throughout the levels to cause more damage, meaning the stage is more than set for brutal carnage. However, with the computer-controlled characters seeming to have a constant advantage, the variety of weapons – although extensive – being unimpressive and a lack of any real enjoyment, there really is only one way of summing this up: lack of originality, no feeling of depth and a visual concept that's so last year; EA obviously has a lot to answer for, sweetie.



CUBE VERDICT

CEL DAMAGE

PUBLISHER: EA GAMES

DEVELOPER: PSEUDO INTERACTIVE

PRICE: \$99

GENRE: RACER

PLAYERS: 1-4

FINAL SCORE

4.3

WE SUGGEST THAT YOU ACCELERATE PAST THIS AND BUY SOMETHING ELSE INSTEAD.

CUBE

INFORMATION

LUIGI'S MANSION

PUBLISHER: NINTENDO

DEVELOPER: IN-HOUSE

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1

STATS

■ BEST-SELLING US LAUNCH TITLE

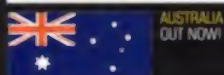
■ OVER 50 ROOMS TO EXPLORE

■ INNOVATIVE CONTROL SYSTEM

■ PUZZLES AND GHOSTS...

■ USES 3 BLOCKS OF MEMORY

RELEASE DATE



He's creepy and he's
kooky, mysterious
and spooky...

LUIGI'S MANSION

The flagstone in Nintendo's launch line-up features one of the Mario brothers... but it might not be the one you thought it would be.



TRADITIONALLY

speaking, it's expected that with the launch of every new Nintendo console comes a new Mario title – from the early days of the NES and *Super Mario Brothers* right up to *Super Mario Advance* on the GBA, they've always gone hand in hand. Still, there's always a first time for everything and the advent of the GameCube beckons in a whole new trend... or as near as, anyway. You see, we've still got a Mario Brothers game to play around with on day one but if you're looking for a moustache-sporting plumber with a red hat... well, then you've come to the wrong place.

Yes, it's finally time for Luigi to show what he's made of as he steps up to the plate for *Luigi's Mansion* – his very first lead role in a videogame (if you don't count the

THE STORY SO FAR...

Okay, so you can probably guess from the title that the game is about Luigi and his mansion... but where did he get it from? Why is it filled with ghosts? And how does Mario fit into all of this? Well, settle down as we regale you with a story of old... er, sort of.

'One day, Luigi received an unexpected message: You've won a huge mansion! Naturally, he got very excited and called his brother Mario. "Mario? It's me, Luigi. I won myself a big mansion! Meet me there and we'll celebrate... what do you say?"

Luigi tried to follow the map to his new mansion, but the night was dark and he became hopelessly lost in an eerie forest. Finally, he came upon a gloomy mansion on the edge of the woods – according to the map, this mansion seemed to be one he was looking for. As soon as Luigi set foot in the mansion though, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen.

'Suddenly, a ghost lunged at Luigi – that's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue Luigi from the ghosts, then the two of them escaped. It just so happened that the old man, Professor Elvin Gadd, was researching his favourite subjects – ghosts. Luigi told the Professor that his brother was missing, so he decided to give Luigi two inventions that would help him track down Mario. Of course, Luigi's not exactly known for his bravery... can he get rid of all the prank-loving ghosts and find Mario? Well, duh... '

HEEEERE'S TOAD: Hiding around the mansion are a number of Toads, sent out by Princess Peach – if you're nice to them, they'll help you save your game.



SUCK ON THAT!

Everything in the mansion can be sucked on with your Poltergust 3000 – drawers, clothing and curtains all react to the power of your hose. Just don't suck too hard...



hideous *Mario Is Missing* on the SNES). What is strange though isn't the fact that it's Luigi instead of Mario making the star appearance, but rather the style of the game; you won't see any platform jumping or butt-stomping here as you might expect, because it's all about exploration and puzzle solving. Whether you're aware of the GameCube's power or not though, one thing has come up exactly how we expected – the whole thing looks absolutely gorgeous, with so much attention to detail that you'll be grinning from ear to ear in appreciation while you play it. Nintendo might have thrown us a curve ball with their lead first-party title (especially as the true Mario game is still a way off) but that doesn't mean it's going to be any less special than we've come to expect from the big N...

"THE GAME HASN'T LOST ANY OF ITS CHARM - IT SEEMED TO BE BETTER THAN WE REMEMBERED IT FROM THE IMPORT VERSION"



GIVING IT SOME C-STICK DO THE SHAKE 'N' VAC, LUIGI-STYLE!

Right, so now we know that Luigi's has got all these great gadgets... but surely it might be really complicated to use them all at once? Well, not really – Nintendo has managed to map out a totally manageable control system so that everything falls neatly into place. While the minor items like the Game Boy Horror, inventory and map are assigned to various buttons, the important flashlight and Poltergust 3000 work in combination by using a few simple controls. By using the Analog Stick to move, the C-Stick to accurately aim the flashlight or hose and the Trigger Buttons to activate the functions of the Poltergust, you can effectively explore darkened rooms and suck up all manner of ghosts and other items like a pro. It might sound tricky but once you've played the game for a short period of time, you'll pick it up without any problems.

On top of that, there are two separate methods of movement that can be switched between; Standard (moving the Analog Stick moves Luigi as normal) and Sidestep (the C-Stick is used to change Luigi's direction while the Analog Stick makes him strafe). Mastery of the Sidestep method is essential if you want to be a truly great ghost catcher...



CHEESY BONUS

Look hard enough in certain rooms and you'll find cheese. If you take a picture of it with your camera, you'll reveal a ghostly mouse carrying a stack of treasure!

RIGHT TOOLS FOR THE JOB

Like every other ghost-hunting plumber out there, Luigi needs to be kitted out with all the necessary tools for tracking, chasing and catching the nasty blighters who kidnapped his brother. Thankfully, we've got just the thing – here's a look at what's on the conveyor belt this week...

POLTERGUST 3000

Professor E Gadd's prized possession – the only thing capable of catching the ghosts currently terrorising Luigi's new mansion. Just point it at a stunned ghoulie and then let rip with the suction. A word of advice though; once you've got them in the airstream, try not to let go!



LUIGI'S FLASHLIGHT

Until you clear each room of ghosts, the lights will stay off; you'll need the flashlight to see where you're going. It's also handy for stunning oncoming ghosts so that you can suck them up with the Poltergust... by holding down the B Button, you can turn it off until the last second.



THE GAME BOY HORROR

Used for a number of different things. You can bring up a map of the mansion (with the rooms you've cleared and doors you can unlock) on it, look at your inventory and even activate a first-person camera view that allows you to examine every inch of the mansion in minute detail.



THE ELEMENTAL MEDALS

Essential for solving many of the puzzles in the mansion, the Elemental Medals allow you to spray various substances out of the Poltergust's hose – either fire, water or ice depending on the element you're carrying. Of course, you'll have to actually find them all first...



Having already played through *Luigi's Mansion* numerous times for various reasons (the original import review, the guide... and for fun, believe it or not) the thought of having to go through it 'just once more' wasn't exactly a pleasing one. But guess what? Surprisingly, the game hasn't lost any of its charm and remained a joy to play through – in fact, it seemed to be better than we remembered it...

If you're not totally up on what *Luigi's Mansion* is all about, it's a simple concept with a subtle depth to it (as most Nintendo games are) – there's a huge mansion packed with ghosts and as the only one armed with the means to catch them, it's your job to... er, catch them. It's not as simple as just running around the place though, sucking up anything that moves; most of the doors in the mansion are locked and those ghosts that you can find aren't just going to give

up without a fight. Not surprisingly, this is where the mixture of adventure and puzzle elements come in to play. You see, you not only need to find the keys that open new areas in the mansion (along with a number of other items that'll help you track down poor old Mario and all the moolah you can carry) but you also have to work out how to catch each of the bigger 'gallery ghosts'. Each one requires a different technique to reveal their heart – the target needed before you can suck them up – so there'll be a fair bit of scratching heads before bedtime...

That said though, *Luigi's Mansion* is certainly a game born under Miyamoto-san's new 'shorter equals better' philosophy that looks to land more first-person titles on the shelves over the course of the coming year. While we commend the sentiment, we still feel that *Luigi's Mansion* deserved having a bit more put into it – the graphics are

WE'RE IN THE MONEY

While the mansion that Luigi won might be a ghostly figment of his imagination, there's a silver lining to this dark cloud... all the treasure contained within it is totally kosher! That means that although your primary goal is to explore the mansion and catch as many of the ghosts as you can in an attempt to save Mario, you'll also need to be on the lookout for as much gold, cash and jewellery as you can possibly carry. Who knows... you might even get to keep it when you've finished your quest and build your very own Luigi mansion!

Of course, it's not that easy to find enough money for a mansion – if you don't look in the right places, you may end up only collecting enough for a small shack. What you need to do is check every nook and cranny for cash; nearly every piece of furniture and scenery could be potentially holding a stash of treasure. Completing the various side-quests will also reap rewards in the form of massive diamonds, so it's in your interest to keep them in mind...



"WHILE IT'S CERTAINLY ENJOYABLE, LUIGI'S MANSION IS RATHER SHORT"

certainly lovely and the whole thing oozes that Nintendo magic, but on the gameplay front... well, it's just too short for what is essentially a key launch title. The added extras are bound to be a disappointment to people who have played the import version and were expecting something special too – ultimately, a game that can be finished in less than a day is still just that, regardless of the minor bells and whistles thrown in afterwards. And as for the lack of a PAL 60hz option and the presence of borders... well, don't get us started. Certainly more of a renter than a buyer, *Luigi's Mansion* still impresses though... there's just not enough of it to impress for as long as it should.

MARTIN

SPOILER ALERT! (AND NOT A NICE ONE...)



Those of you who've already played through the import versions of *Luigi's Mansion* might be pleased to know that there are several new 'extras' that have been

included in the PAL version. While other publications that clearly haven't played the PAL game claim to know what they are but 'won't spoil them for you' (fibbers!), we do... so here they are. Mirrors at the ready if you want to be severely disappointed...

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CUBE VERDICT

A GOOD START FOR NINTENDO, IF A LITTLE SHORT-LIVED

LUIGI'S MANSION

ALTERNATIVE

PIKMIN

Out next month, Nintendo's other big innovative game sees you growing armies of small seed people. Whatever it is their on, we'd like some too please...



MARIO IS MISSING (SNES)

Old machine, terrible game but the concept's the same – Mario's been kidnapped and it's up to Luigi to save him. Mind you, it was an 'edutainment' title... ugh.



OPINION

WOOSH! "The only really scary thing about this game is how short it is... tut tut, Nintendo."

CHANDRA

SCARY! "Good clean fun, but over in less than ten hours? What's going on with that?"

WILL

FINAL SCORE

7.8

LOVELY TO LOOK AT AND FUN TO PLAY, BUT COULD HAVE DONE WITH BEING A LITTLE BIT LONGER.

BATMAN VENGEANCE

CLINGING TO THE skyline of Gotham's urban jungle, a silhouette cascades like the ebb and tide, revealing its presence by delivering blows of fatal justice on all that deserve punishing redemption, shortly before returning from that darkened corner from whence it came. This nocturnal aberration of humanity's lighter side is none other than Batman. The Dark Knight who vigilantly protects Gotham's citizenry and its vain efforts at prosperity.

There have been many attempts to bring this psyche of 'Dark Justice' to the media of videogames, but never before have any come close to

realising the atmosphere of the comic books or the feature-length movies. With alert signals breaking the charred night sky,

Batman Vengeance emerges to save the franchise's abysmal past history.

The implementation of the cinematic sequences and the great visuals within the game give you the illusion that you are personally directing the fate of our caped crusader. The problems arise, however, when you realise that you are not in complete control of the character's initial exploration path as the linear nature of the game prevents you from tackling tasks the way that you would prefer. It is also disappointing when using the utility belts gadgetry, as you find that it is very limited – especially the grappling hook, which could have been implemented a lot more successfully.

Batman Vengeance feels more like a 'reworking' of Ocean's late Eighties title *Batman: The Movie*. The similarity is outstanding and undoubtedly swings in the game's favour since the older game was one of the few that actually managed to succeed in the multi-genre approach. It's a shame that it fails to really stand up against other more apt launch titles.



CUBE VERDICT

BATMAN VENGEANCE

PUBLISHER: UBI SOFT

DEVELOPER: WARNER BROS. INT.

PRICE: \$99

GENRE: ADVENTURE

PLAYERS: 1

FINAL SCORE

7.3

THE MECHANICS ARE LIMITED AND SPOIL AN OTHERWISE ENJOYABLE EXPERIENCE.

UNIVERSAL STUDIOS THEME PARKS ADVENTURE



AS CHILDREN, WE have all stood with glee, awaiting the elusive announcement that would soon fly us off to the wondrous world of Universal Studios Theme Park. To this day there are still those among us that have not been fortunate enough to witness the magic of the movie world's highly acclaimed attraction.

So, with an enthusiastic grin stretching back behind our ears and the promise of six 'great' rides based on Universal's worldwide smash-hit features, this could finally give us a glimpse of what we've been missing.

You start the game with a brief introduction of your purpose, which is to venture around the park's themed rides collecting stamps. If, like us, you wish to get into the rides like an over-excited child, then you'll dash as quickly as your character will go to the E.T. experience. After briefly listening to the gate attendant (none other than Woody the Woodpecker), you dash into the ride.

Whilst perspiring, frantically trembling and in bemused adoration, the pinnacle of wonder encouraged by youthful setbacks

begins to tumble. Enough to make you walk away and never return, whilst instantaneously asking for a well-deserved refund. E.T.'s globally recognised bike ride mirrors the content of the rest of the game: absent of any action, shallow in depth and fundamentally pointless. It's a real shame, because if a little thought and a lot less linearity were involved this could have been an exciting first view at Universal's supposed great park.



CUBE VERDICT

UNIVERSAL STUDIOS

PUBLISHER: NAI'A DIGITAL WORKS

DEVELOPER: KEMCO

PRICE: \$99

GENRE: ADVENTURE

PLAYERS: 1

FINAL SCORE

3.7

WE RECOMMEND YOU INVEST YOUR HARD-EARNED CASH IN ANY OTHER TITLE.

TARZAN: FREERIDE

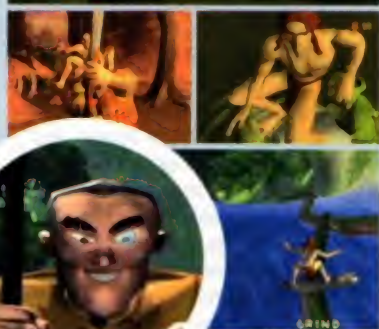


WITH A SUPERB CAST, exceptional animation and an original song written by the charismatic Phil Collins, Disney's *Tarzan* heralded all the usual hallmarks of a modern animated classic. It's puzzling then that, at best, the film was little more than a mediocre family movie.

Attempting to nudge up Tarzan's recognition among the masses, Ubi Soft provides us with a platform-surfin' beast of game conversion that embraces Disney's unique style. Having already been released on Sony's PS2 to a mixture of reviews, *Tarzan: Untamed* now attempts to find its way out of the volatile jungle that its big screen outing set for it and onto the tranquil grounds of the GameCube.

The game itself comprises two modes: Story mode and Terk's Challenge. If you are seeking a more well-rounded challenge then the Story mode is the place to go. It essentially encompasses the mini-games set in Terk's challenge anyway, so you do get the best of both worlds.

Entering this mode triggers a cut-scene, which precedes the start of your adventure. You begin out in the swamp where you surf, climb and swing your way around the smooth levels to achieve your first objective, which is to free a few imprisoned monkeys. The opening level, although short, does provide you with enough scope of what the game engine is capable of and what kind of game lays before you. It is, in essence, a very generic experience, which is shallow and unrewarding. For its intended audience, it may satisfy their gaming needs but for an all-round platform title, GameCube owners definitely deserve better.



CUBE VERDICT

TARZAN: UNTAMED

PUBLISHER: DISNEY INTERACTIVE

DEVELOPER: UBI SOFT

PRICE: \$99

GENRE: PLATFORM

PLAYERS: 1

FINAL SCORE

5.2

MORE GEORGE OF THE JUNGLE THAN TRUE TARZAN. A SORELY MISSED OPPORTUNITY.

DAVE MIRRA FREESTYLE BMX 2



RECENTLY, IT APPEARS that games developers are attempting to create an abundance of extreme sports titles – irrespective of global recognition or the physical possibility that the attributes required of the sports enthusiasts can, indeed, be performed – simply to cash in on the tangible success of the *Tony Hawk's* machine. Acclaim and Z-Axis take the stage with this BMX-orientated extreme sports title, which brings death-defying leaps and tricks in a similar fashion to *Mr Hawk's* acclaimed *Pro Skater* series.

The formula has been followed with astute precision: the rock music, the list of tricks, the vast open and well-designed environments as well as the general atmosphere of the sport, have all been well implemented. The modes available are also full of promise, with the main one being proquest, a sort of Career mode where pulling off specific tricks and tasks are required to be completed before you receive respect from the park's other riders.

However, you quickly realise the game's main problem, which hits you cold and hard: you find that you are not actually having any fun. Why? Well, for no reason really, other than the fact that the experience just feels dull. All the ingredients are in place; it's just that it feels like it's been baked in extension of the recommended cooking time, leaving Mirra's sequential title hitting the Cube with the unfortunate taste of repetition.

CUBE VERDICT

DAVE MIRRA

PUBLISHER: ACCLAIM

DEVELOPER: Z-AXIS

PRICE: \$99

GENRE: EXTREME SPORTS

PLAYERS: 1

FINAL SCORE

7.4

PROVIDES VISUAL FLAIR – IT'S JUST DISAPPOINTING THAT IT SEEMS SO DULL.

WAVE RACE: BLUE STORM

CUBE

INFORMATION

WAVE RACE: BLUE STORM

PUBLISHER: NINTENDO

DEVELOPER: NST

PRICE: \$99

ORIGIN: US

PLAYERS: 1-4

STATS

■ EIGHT COOL RIDERS

■ FIVE TYPES OF WEATHER

■ FOUR CHAMPIONSHIPS

■ SPLIT-SCREEN FOR FOUR PLAYERS

■ PROGRESSIVE SCAN AND DOLBY

RELEASE DATES



マップ

"NO DETAIL HAS BEEN CONSIDERED TOO INSIGNIFICANT TO INCLUDE IN WAVE RACE'S AWESOME UNDERWATER SCENERY."

WaveRace for the Cubed generation? Oh yes, there's a Blue Storm brewing.



WaveRace and GameCube — a perfect match?

WE LOVED

WaveRace 64 with a passion. It was magic Nintendo dressed up in a wetsuit that sped across the most beautiful waves we'd ever seen. When it debuted in 1996, *WaveRace 64* set new standards for water-based videogames. Five years on, an update arrived in the shape of *WaveRace: Blue Storm*. And now, at long last, PAL gamers can enjoy the delights of jet-skiing GameCube style. Believe us, it's been worth the wait.

The thin line between arcade racing games and realistic racing games is a tricky place to tread. When it was demoed in 2000, the next-generation *WaveRace* looked a lot more like its predecessor than it does now. Gone are the stupendously bright colours and arcade leanings of *WaveRace 64*, replaced as they are with stunningly real water and lifelike riders. In, too, come improvements in almost every area. *Blue Storm* is an update, not a sequel, but we're not complaining...

MULTICOLOUR SWAPSHOP: All riders have coloured suits and jet-skis. Each rider has four different colour schemes, some pretty garish, but changes can be made.



TRY THIS AT HOME YOU TOO CAN BE A FALL GUY!

Blue Storm encourages outlandish stunts. In Stunt mode, tricks are rewarded with points, as are quick runs and the successful reaching of target rings. Stunts are performed in a similar way to those in *WaveRace 64*, with impressive manoeuvres dependent on combinations of analog control and button pressing. Buttons A and B, in conjunction with the analog stick, can outwork stunts ranging from handstands to backflips to barrel rolls. Most tricks are quite easy to pull off, and in Stunt mode (*Blue Storm*'s longest lasting option) there's a great deal of satisfaction to be had from doing so. *WaveRace* wouldn't be *WaveRace* without extreme stunts.



FROM EAD OF NCL TO NST OF NOA
WaveRace 64 was made by Nintendo's EAD team and Shigeru Miyamoto. This, however, was developed by NST.



WEATHER CHANNEL, BEWARE

The weather is variable. That's just as true in *WaveRace: Blue Storm* as it is in Hobart. NST has fully exploited the GameCube's technical prowess in order to create virtual weather patterns. Initially the weather is not under your control, but success in Championship mode unlocks weather options that are set to stun. Stormy settings on any track are awesome examples of what the GameCube hardware can do, with waves building and rolling and splashing as torrential rain pours down from the black sky, only to be lit by great strikes of lightning. Some of the more subdued conditions are just as impressive, though you have to see *Blue Storm* in action if you are to fully appreciate the effort that has been put into recreating different weather systems — screenshots really don't do *Blue Storm*'s environmental features any justice.



OH NO! YET ANOTHER TOP GAMECUBE TITLE IN DODGY ACCENTS SHOCKER

Each *Blue Storm* rider has a coach-cum-commentator, termed a 'Pit Chief'. Some are better (more bearable, that is) than others, but few are genuinely welcome. Dave Mariner's buddy-on-the-mic, in particular, is an absolute joke. We don't really want to be told in a fake English accent (the guy's an American, but speaks like a punk rocker) that our racing is "righteous", nor do we wish to be reminded that our performance is "swееееет". Ugh. Still, *Blue Storm*'s music is much more pleasing, with cool hints of different genres spread across the game's courses. Please, though, Nintendo – no more dodgy voice actors!

RIDERS ON THE STORM

There are eight characters; besides some of the originals (eg fat-boy David Mariner) there's a selection of new ones.



STINGRAY!

No detail has been considered too insignificant to include in *WaveRace*'s awesome underwater scenery. Not only do pikes, whales and other such creatures show up, but marine flora such as seaweed and algae is also present. The detail apparent in the underwater rock formations, too, is mind-blowing: check out the pebbles down below Aspen Lake on a calm, sunny day. Still more amazing is the way in which the water distorts the view of what lies underneath in such a realistic way. Clearly, much effort has been put into making *Blue Storm* a looker. Show this to your non-Cubed friends and you will soon have more Cubed friends...



"BLUE STORM IS AN UPDATE, NOT A SEQUEL, BUT WE'RE NOT COMPLAINING."

COMMENT

It's been a long time coming, but we're sure you'll agree that *Blue Storm* delivers. Not only is it the most beautiful racing game we've seen since SEGA's *Ferrari F355 Challenge*, but it's also more playable – amazingly – than *WaveRace 64*. And what *Blue Storm* lacks in longevity it more than makes up for in the quality of its gameplay.

Right from the main menu screen, it's obvious that *WaveRace: Blue Storm* has been showered with love. Its presentation is slick, and the play on the aquatic theme (every screen is set against a liquid backdrop) sets the *WaveRace* tone perfectly. At first, though, the game proper may leave you frowning...

It isn't until *Blue Storm* has been played for a while that the nuances of its gameplay become apparent. Initially, the jet-skis seem hopelessly oversensitive. Unless you're a natural, it's likely that you'll career from track edge to track edge, hanging on in desperation. But then it clicks: gentle touches of the analog stick are required to maintain control. Now the game really comes to life, as you realise that subtle control fits perfectly with the design of *Blue Storm*'s courses. It plays like a dream, but you could have a nightmare of a time before it comes together.

Those expecting an all-new Nintendo racing title will be disappointed. Much of *Blue Storm* is ported from

NOW LOADING...: Blue Storm's loading screens are entertaining distractions. With the analog stick you can cause ripples in the screen 'pond'. It's an impressive tech demo.

Blue Storm



FUN FOR FOUR? NOT REALLY...

GET YOUR MATES ROUND!

WaveRace 64 cried out for a four-player mode, but due to technical limitations this just wasn't possible. But now that it is, it seems that its omission wasn't really worth bemoaning in the first place. Standard four-player races are usually dull encounters, perhaps because of the lack of competitive options (power-ups) available in straight racing. But four-player Stunt mode is slightly more engaging. Here, the player with the most points at the end of a run is the winner – but combining speed, stunts and targets for maximum points is a fine art. On the whole, though, WaveRace: Blue Storm's multiplayer is a disappointment – and not because of any particular faults. Rather, it's just another example of multiplayer being a bore without offensive options.



WaveRace 64. Aspen Lake is a new version of Drake Lake, for example, and some of the original cast returns. But there are some great new features and courses. And now that there is a turbo facility, shortcuts are also present and easily accessible in all tracks. Also welcome is the addition of four-player racing, though this is not one of Blue Storm's strong points.

All told, WaveRace: Blue Storm is everything we'd hoped for. It looks better than any other GameCube title and its gameplay is more finely tuned than its predecessor's. For obvious reasons, Blue Storm won't evoke the same wonder that WaveRace 64 did. And due to its disappointing multiplayer, it doesn't have masses of long-term appeal. But WaveRace: Blue Storm is a generally superb update to a classic game. This is the GameCube racer to get.

JONTI



CUBE VERDICT

WAVERACE: BLUE STORM

MESSING ABOUT ON THE RIVER!



VISUALS

The water, the wildlife and the riders all look real. Only the rather basic trackside scenery can be criticised.



AUDIO

Awful commentators aside, Blue Storm sounds as good as it looks. The effects of the water are particularly immersing.



GAMEPLAY

Initially frustrating, but with practice WaveRace: Blue Storm plays even more impressively than the original.



LIFESPAN

The most notable failing point is its lack of longevity – unless you're happy to shave split seconds off your best time.



ORIGINALITY

It's a racer. Therefore, originality is not its selling point.

ALTERNATIVE

SSX TRICKY

SSX Tricky is a decent, frozen alternative to the majestic WaveRace: Blue Storm, but it's not quite in the same league. 1080° 2 is the one to wait for if you're a snowboarding fan...



TONY HAWK'S PRO SKATER 3

Every bit as good as Blue Storm, Tony Hawk's 3 is the perfect complement to NST's racer... especially if you're looking for a game with some real staying power.



OPINION

SPLASH-TASTIC! "A tough game to master, but one that'll have you racing through the waves for ages."

MARTIN

WA-HEY-VE! "Some of the best water effects ever seen, complemented by superb handling."

CHANDRA

FINAL SCORE

9.0

THE PERFECT UPDATE TO WAVERACE 64; SPEEDING ACROSS WATER HAS NEVER BEEN QUITE THIS MUCH FUN.

DRIVEN

Lukewarm film translated into game – sound familiar?

CUBE

INFORMATION

DRIVEN

PUBLISHER: BAM!

DEVELOPER: IN-HOUSE

PRICE: \$99

ORIGIN: US

PLAYERS: 1-2

STATS

- CHOICE OF 12 CHARACTERS
- THREE MODES OF PLAY
- UNIQUE 'ZONE BAR' FEATURE
- HEAR THE VOICE OF STALLONE
- INSANE CRASH SEQUENCES

RELEASE DATES



ON THE ROOF

The game engine in *Driven* is pretty impressive, giving room for remarkable crashes and aftermaths. Look at this bizarre screenshot of one car on another car's roof!



Does the game live up to the film... or go one better?

YOU WOULD

think that releasing a game based on a film that received such a lukewarm welcome would be a bad idea. But given the content of *Driven*, you can see why it's happened. After all, the ingredients for an exciting story-driven racing game are there. The interactive element could prove to be interesting too, as the film was based around an old racing driver who felt that he wasn't up to the task of racing again. A character fighting with his own mind is always interesting psychology. Anyway, what about the game? Well, it contains three modes of play – Story, Arcade and a multiplayer. Story mode sees you completing various challenges such as racing through a whole lap 'In The Zone' (more on that later) and racing through crowded streets. Multiplayer is pretty self-explanatory, and Arcade can either be just a straight single race or in the form of leagues. Completing these leagues also unlocks secret tracks.



LET'S SEE THAT AGAIN! After a race you can choose to replay the entire thing, from random viewpoints or from every car.



"SOMEHOW THE DEVELOPER HAS MANAGED TO MAKE A RACING GAME SOUND LIKE AN AMSTERDAM IMPORT"

SLASH 'N' BURN

The crashes really can be quite spectacular. Flying chunks of metal and burnt-out rubber litter the raceways as car after car becomes victim to a particularly nasty driver. Damage is real-time but it does little to affect the actual handling of your vehicle. If you total your car you can replace it at the touch of a button.



COMMENT

Driven, as racers go, is pretty generic. Everything you would expect from a racing game is correct and present, with no hidden surprises under the bonnet. However, it does contain an interesting and original feature. As you race around the tracks, depending on how you act, a little bar in the bottom-left corner of the screen gradually fills. Edge off the track slightly, or lose pace and it will decrease rapidly. If you manage to fill it up to the top, everything (bar what is immediately in front of you) shifts out of focus, your handling improves and your speed rockets. You are 'In The Zone'.

In the Story and Arcade mode, this proves to be excellent as it rewards skilful play with a boost in your car's performance. Staying in 'the zone' is the hard part, and the increased speed completely changes the way in which you need to drive. Achieving this level of skill is essential as many of the one-player tasks are impossible without some help from 'the zone'.

Graphics wise, everything is present and correct. That is to say, everything you would expect. Once again, just like the game modes, the developer could have simply picked these visuals from a racing game library. Buildings, lakes, yachts and palm trees line the tracks underneath beautiful, blue skies with the odd tunnel breaking things up. One nice touch, though, is the way that the loading screen takes the form of a cartoon, fading into real-time graphics. Audio? There are some nice tunes in there but nothing that would make you sit up and take notice. The occasional Sly Stallone voice-overs don't add anything to the game – come on, who really wants to hear his voice? Exactly.

When it comes down to it, *Driven* is a pretty run-of-the-mill racer with a few neat touches. The graphics engine doesn't push the GameCube in any way, but it's nice to have a fun arcade racer that runs at 60fps. It's good fun for a while, and for a bit longer with a mate, but it comes a definite second place behind *Burnout*.

GARY

CUBE

VERDICT

DRIVEN

FUN RACER WITH AVERAGE GRAPHICS.



VISUALS

Average in most places, but nicely presented all the same.



AUDIO

Fitting tunes, but nothing to really get you going. Sly Stallone's voice? Hmm.



GAMEPLAY

Straight down the line, fast, arcade gameplay. Playable and good fun.



LIFESPAN

We got through Story mode within a day. Two player adds extra though.



ORIGINALITY

The developer tried something new with the Zone bar – full credit for that.

OPINION

THREE F'S! "Fast, furious and lots of fun, but still, not the greatest racer ever."

MART

FINAL SCORE

70

THIS IS A GOOD, CLEAN ARCADE RACER THAT'S SADLY LET DOWN BY AVERAGE GRAPHICS.



Down on the ice, it's twice as nice!

NHL HITZ 20-02

'SPORTS ARE sports, games are games and never the twain shall meet' – we're pretty sure that's how the saying goes. While we don't mind sports games that favour realism over entertainment though, we'd much rather have a hard-hitting arcade blast of a game any day of the week. Luckily, *NHL Hitz 20-02* manages to deliver exactly what we need...

Forget everything you know about ice hockey; *NHL Hitz* is pure arcade sports action. While the basic rules apply (there's a puck for you to slap into the net... oh, and that's it) almost anything else goes with people being slammed around like nobody's business. In an effort to keep the pace of the matches up, each team is limited to three players and a goalie, and it works like a charm – the restriction only leads to more passing,

goals and (of course) nasty fouls. Still, while violence is encouraged in the game, you might pay the penalty for it when a fight breaks out... if you can't keep your end up in a brawl, you're likely to end up at a disadvantage.

Of course, a sports game has to be able to hold its own whether you're playing alone or with mates and, thankfully, *NHL Hitz* doesn't disappoint – in fact, the more people you have playing, the better it is. Once you've managed to unlock some of the secret teams and rinks (on top of the 30 NHL ones already on offer) things just get more interesting. Quite simply, *NHL Hitz 20-02* offers everything we need from a sports title – top visuals and sound, fast action and lots of violence to boot. The additional modes and stack loads of secrets only go to cap off what is certainly a stonker of a game... if you're looking for a decent sports title that isn't football at launch, you've got to go for this one.

MARTIN

RE-LIGHT MY FIRE



As with most previous Midway sports games, doing consistently well with either a single player or your whole team will reap the benefits. Scoring three consecutive goals with one team member will cause him to be 'on fire' – consequently, he will be faster on the ice and have the ability to strike the puck harder. If by some chance you manage to get three One-Timers on the trot though, you'll get Team Fire; although it can be stopped by your opponent scoring a single goal, you'll be pretty much unstoppable until they do.

"QUITE SIMPLY, NHL HITZ 20-02 OFFERS EVERYTHING WE NEED FROM A SPORTS TITLE..."

MODES A PLenty

PUKker UP FOR POWER-UPS

Not surprisingly, *NHL Hitz* is packed with as many things for you to do as on a day out in Brisbane – well, more actually. On top of the obvious Exhibition mode, there's also a 30-match Championship mode and a 50-match Franchise mode, as well as the chance to create your very own hockey squad to take through either mode. There's also a Hockey Shop where you can purchase all kinds of secret teams, uniforms and rinks, plus a very special Skills mode where plenty of mini-games await for you to try your hand at. Like we said, there's loads to do.



CUBE VERDICT

NHL HITZ 20-02

PUBLISHER: MIDWAY
DEVELOPER: BLACK BOX GAMES
PRICE: \$99
GENRE: SPORTS
PLAYERS: 1-4

FINAL SCORE

9.1

SPORTS GAMES ARE SO MUCH BETTER WHEN THEY'RE PACKED WITH VIOLENCE...

NBA STREET

EA Got Game – Let's slam-dunk it into the Cube and see if it scores a three pointer!



DURING OUR

teens we embraced the fine game in the Woody Harrelson and Wesley Snipes flick *White Men Can't Jump*; where hustling on the streets was the name of the game. With envy and eagerness we watched their choreographed movements, dreaming that we would be able to go away and re-enact their unequivocal finesse. Our re-enactments of these events would have only earned accolade in a *National Lampoon* flick, not quite the same attention that we were after. But thanks to the genius of EA and its respected BIG Games franchise, *NBA Street* has now been ported to our lovable Cube, finally providing us with the opportunity to slam-dunk.

Although (quite obviously) the slam-dunks, power-ups, speed and sheer over-the-top disposition of the game don't mirror the reality of our childhood dreams, they do allow us to build upon them in true EA style.

Each game is played to 21 points, with

both the computer-controlled opponents and yourself battling it out to prove who really owns the court. Unlike any other basketball game this is only the beginning as you have the chance to power-up, creating stylish combos whilst simultaneously intimidating your opponents and proving that you indeed are the Daddy Mac. By performing enough pump fakes, slams-dunks and special fake outs you'll have access to your Game Breaker, which is activated by the steady filling of the gauge at the top of the screen.

Once you have access to this, you become an unstoppable threesome, being able to score from anywhere on the court, giving you the chance to advance your lead or catch up on missed opportunities. Without question, this is a superb conversion for the GameCube and with its quirky style it is quite possibly the best basketball title yet to grace a console.

DARREN

"WITH ITS QUIRKY STYLE IT IS QUITE POSSIBLY THE BEST BASKETBALL TITLE YET TO GRACE A CONSOLE."



LOADING SCREEN DECIPHERED?

SECRET CODES...

Before you get the chance to play each and every match, you'll get the opportunity to enter a few secret codes. These can affect any amount of in-game changes ranging from clothing and rules to even the size of the players...

CUBE VERDICT

NBA STREET

PUBLISHER: EA SPORTS

DEVELOPER: NUX

PRICE: \$99

GENRE: BASKETBALL

PLAYERS: 1-2

FINAL SCORE

8.9

A WORTHY ADDITION TO THE GAMECUBE, PROVIDING SUPERB SPORTS ACTION.

The world of Nintendo has gone mad—they're all fighting!



SUPER SMASH BROS. MELEE

CUBE

INFORMATION

SUPER SMASH BROS. MELEE

PUBLISHER: NINTENDO

DEVELOPER: NCL/MAL

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1-4

STATS

- TOURNAMENTS FOR 64 PLAYERS
- NEARLY 300 TROPHIES TO COLLECT
- MORE THAN 20 STAGES
- PROGRESSIVE SCAN SUPPORT
- REQUIRES 11 MEMORY BLOCKS

RELEASE DATES



Mario versus Link.
Donkey Kong versus
Kirby. This is surreal,
but is it any good?

WHAT IF there was a Nintendo game that had all of the company's best characters involved in an action-packed romp? So some mused prior to the surprise appearance of *All-Star Dai Rantou Smash Brothers* on the N64. The Japanese were clearly impressed, as the game sold over a million copies there to help its host console's flagging fortunes. *Smash Brothers'* success was repeated in the States. Not one to pass by a good opportunity, *Smash Brothers DX* was last year's Japanese GameCube sequel. This new version was as successful as the original, giving the GameCube an early boost in its home territory. Renamed *Super Smash Bros. Melee*, Nintendo's fighter performed even more impressively in America. Now we get to see what all the fuss is about...



PLATFORM SPECTACULAR

Imagine the prospect of an all-new, 2D Mario platformer for the GameCube. Well it falls a long way short of such a game's potential (Nintendo, if you're listening...) but *Smash Bros. Melee*'s Adventure mode does feature some decent side-scrolling action. Enemies (including Goombas and other such Mushroom Kingdom mainstays) can be dispatched with the traditional 'jump on heads' method, but the gameplay is too loose, and all in all it just doesn't feel like a bona fide NCL platformer.



THE NAME GAME: The N64 version was *All-Star Dai Rantou Smash Brothers* in Japan, the Japanese version is *Smash Bros. DX* and this is *Super Smash Bros. Melee*.



KOJI KONDO: A CELEBRATION

MUSIC TO YOUR EARS!

■ Koji Kondo is one of Nintendo's least celebrated people, but *Super Smash Bros. Melee* should make gamers realise just how important he is to the Big N. Kondo-san is – and always has been – Nintendo's main audio producer. Some of Koji Kondo's finest works (who can forget the inspired *Super Mario World* theme?) receive a full orchestral reworking in *Melee*, and the results are simply amazing. If you've longed to hear the plinkety-plonk Famicom haunts of *Hyrule Castle* remade to 2002 standards of game audio, *Smash Brothers* will have you rapt and in awe.



Ⓜ Me Ganondorf... strong like bull. Meet fist of thousand flashy lights – he like to hurt um Nintendo characters. Pow!

“HOWEVER MANY TIMES YOU PLAY, SEEING LINK BATTLE FOX MCCLOUD MAKES YOU REMEMBER WHY YOU ARE SO FOND OF NINTENDO.”

TROPHY CABINET SHOW-OFF.

The nearly 300 trophies to be collected are a great feature. Our favourite has to be Pikmin star, Captain Olimar – he's cool!





UP TO 64 (BILLION?) PLAYER

Smash Bros. Melee is all about multiplayer action. There are tons of multiplayer options – pretty much every aspect of play can be tailored to suit your wishes (and those of your multiplayer comrades). The fundamentals – how battles are decided, how long they last, if any teams are to be formed, et cetera – are obvious and easily customisable, as indeed they were in the original N64 version. There are features above and beyond the basics, though. Fancy a tournament for up to 64 human players? That can be arranged through the peculiarly named Tournament mode. If you can't arrange for 63 friends to cram into your humble abode for the purpose of Nintendo-sponsored mayhem, then shame on you. Give it a try this summer – you won't regret it.

THE RIGHT ANGLE: The game is full of odd touches; you can change the angle of menu screens using the C-stick. This is hilariously pointless. Idiots that we are, we like it.

"SMASH BROS. MELEE IS ALL ABOUT MULTIPLAYER ACTION."



HOORAY FOR MINI-GAMES!

Event Matches take many forms in *Smash Bros.* If you fancy slogging a pillow with Koopa, or taking snapshots, you can. Cool!

IT LOOKS LIKE A FIGHTER. IT PLAYS LIKE A FIGHTER. MAYBE IT'S A FIGHTER

Like a strange fighter-platformer combo, *Smash Bros. Melee*'s control system is initially awkward. Control is based around the analog stick, and as in the original *Super Smash Brothers* you can jump simply by pushing up. If you prefer, it's now possible to leap by pressing X or Y. Shield and grab are now separated, the former on buttons L and R, and the latter on the Z button. The A button performs standard attacks and the B button special moves. Smash attacks are new features that make the most of the C-stick, offering easy access to quick moves (look out for this C-stick system in *Capcom VS SNK 2: EO*). Taunts, the pride of all arrogant *Smash Bros.* players, are assigned to the d-pad. As you can imagine – especially considering that these are merely the basics – *Smash Brothers*' array of controller functions can initially be bewildering. After a lot of practice, though, it is quite an intuitive setup.



COMMENT

It's easy to see why *Smash Bros.* has been so successful. Its unique brand of 'in your face', frantic gameplay is undeniably enjoyable. There's little in the way of considered tactics or thoughtful play, but that's not what *Smash Brothers* is about. It's a riot, not a game of chess.

There is certainly a novelty factor that increases *Smash Brothers*' appeal. We grew up knowing each of the characters here in the context of their own adventures, but now we can pit them all against each other. No matter how many times you play it, seeing Link battle with Fox McCloud is enough to make you remember why you became so fond of Nintendo in the first place.

Taken on its own merit, though, *Smash Bros. Melee* is not the perfect game that some might envisage. Its single-player mode, for starters, can be dismissed as little more than a so-so pursuit. It's really not worth bothering with unless you intend



Seeing your favourite characters pitched against each other is great!



TOO. MANY. CHARACTERS.

Despite much conjecture and Internet rumour (rumours, on the Internet? Surely not) there is no sign of Sonic in *Smash Brothers*. Repeat: no Sonic. What we do have here is a veritable compendium of Nintendo characters past and present. From Mr. Game & Watch and the Ice Climbers to Pikachu and Shiek, every age of Nintendo is out in full force. Different characters, of course, have their different strengths and weaknesses: Donkey Kong, Ganondorf and Bowser (aka Koopa) are the big, slow guys. Unlike the N64 version, though, *Melee* has a lot of small, tough characters. Mr. Game & Watch is as hard as nails, and Pichu (not Pikachu) is also a tough little egg. *Smash Brothers'* line-up has something for every Nintendo fan, and the obscure likes of Roy (from the Fire Emblem games) and Ness (from the Mother series) will delight the Nintendo hardcore. Bravo!



to collect all of *Melee's* trophies. And even in multiplayer, there's sometimes an element of fortune that decides who comes off victorious, which is frustrating when you've given a battle your all only to be unfairly beaten.

However, there is much to be said in *Smash Brothers'* favour. Frustrating as it can be, every fight is a spectacle of chaotic gameplay that will have you absorbed. You'll be ready to throw your controller down in disgust, yes, but you'll also be on the edge of your seat, prepared to leap and celebrate a victory in whichever way you see fit. And it's that tension that makes *Smash Bros. Melee* the top game that it is.

Smash Brothers won't win over the beat-'em-up hardcore, but Nintendo fans will rejoice in the fantastic idea behind it. For its multiplayer frolics, if nothing else, every Nintendo-head should have a copy of the Big N's flagship fighter.

JONTI

CUBE VERDICT

A DIZZYING COMPENDIUM OF NINTENDO CHARACTERS

SUPER SMASH BROS. MELEE



VISUALS

Polished to glistening point—and then some — *Smash Bros. Melee* certainly looks the part.



AUDIO

Many of the best Nintendo tunes reworked with a full orchestra. It's enough to make your ears tickle.



GAMEPLAY

Mindless scrapping for the most part, but there are some magic moments to be enjoyed.



LIFESPAN

If you have three enthusiastic chums, *Smash Bros. Melee* will last an age. If you're a loner, it'll last about two days.



ORIGINALITY

Smash Brothers is a decidedly retrospective package. It's fun, but it's hardly original.

ALTERNATIVE

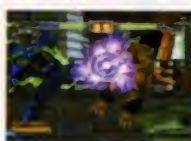
CAPCOM VS. SNK 2

The mother of 2D fighting games, *Capcom vs. SNK 2* pitches the best of Capcom against the best of SNK in a *Smash Brothers*-rivaling beat-'em-up. Look out for it this summer.



BLOODY ROAR: PRIMAL FURY

Not quite as splendid as *Super Smash Brothers*, but still worth a look if you're after a mad beat-'em-up frenzy. There's nothing quite like changing into a mole, is there?



OPINION

SPIFFING! "Certainly not a serious gamer's beat-'em-up, but one that'll keep you playing for absolutely ages."

MARTIN

WOWZERS! "*SSBM* didn't exactly do it for me, but even I can't deny that it looks mighty fine... oh yeah."

CHANDRA

FINAL SCORE

8.5

A FAB FIGHTING GAME, ESPECIALLY IN MULTIPLAYER. GET SOME PALS OVER TO PLAY 'TIL THE SUN RISES.

Join Donald as he rescues Daisy – shame the port is lazy!

DONALD DUCK: QUACK ATTACK

CUBE

INFORMATION

DONALD DUCK: GOIN' QUACKERS

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

PRICE: \$99

ORIGIN: CANADA

PLAYERS: 1

STATS

■ PORT OF THE PS2 VERSION

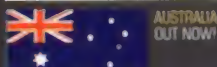
■ 22 CARTOON LEVELS TO EXPLORE

■ BONUS COSTUMES TO COLLECT

■ LOADS OF SPECIAL MOVES

■ 6 MEMORY BLOCKS REQUIRED

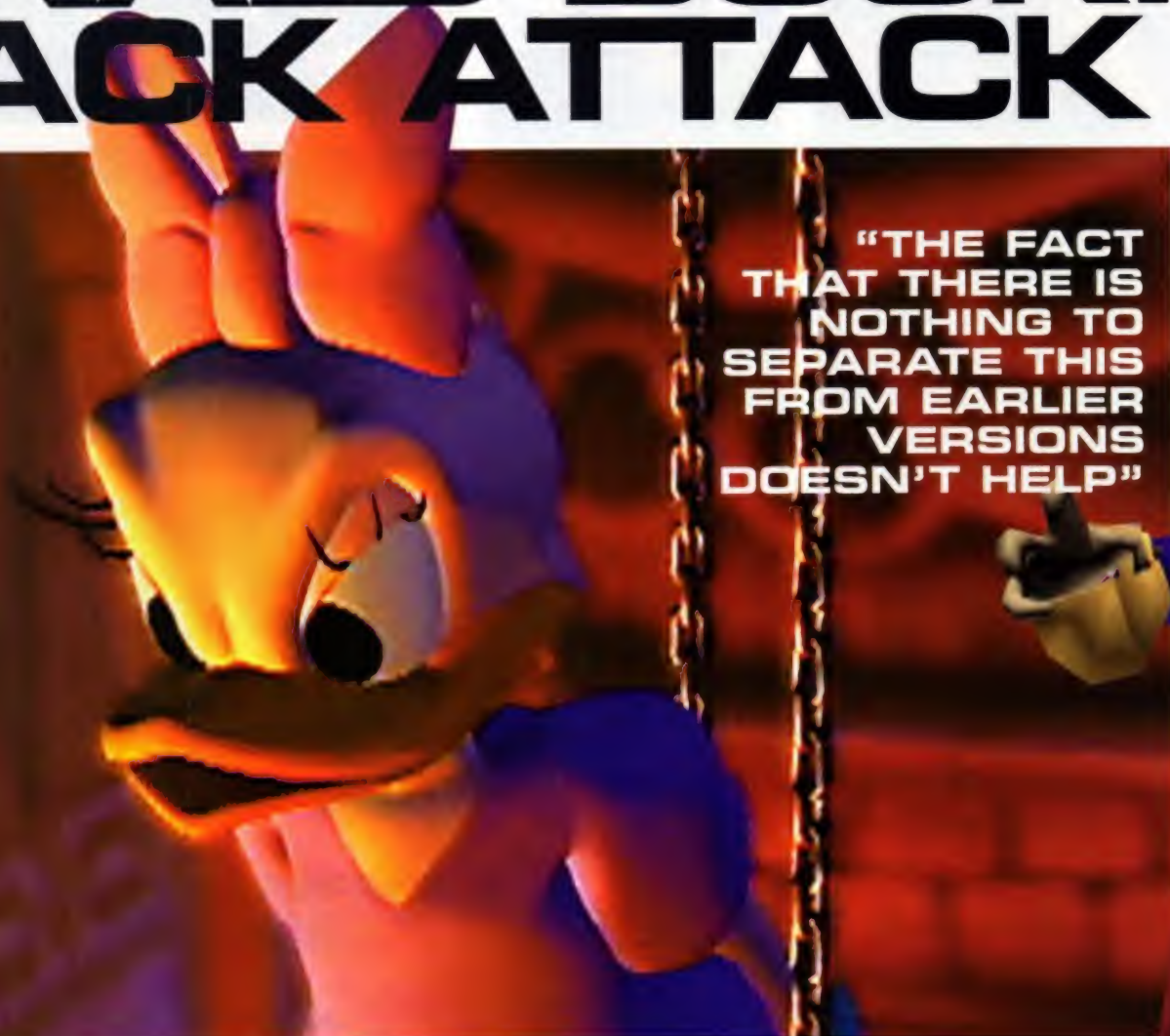
RELEASE DATES



AUSTRALIA
OUT NOW!



**"THE FACT
THAT THERE IS
NOTHING TO
SEPARATE THIS
FROM EARLIER
VERSIONS
DOESN'T HELP"**



IT HAS TO

be said that every GameCube owner is looking forward to *Mario Sunshine*— but that is another two months away, at least. So what is out there that could satisfy your platforming hunger until then? The answer is *Donald Duck: Goin' Quackers*.

Taking on the form of a pseudo-3D platformer, *Donald Duck* certainly offers a degree of entertainment. Pseudo being the key word here, as the gameplay mechanic is essentially 2D. Similar to Sony's *Crash Bandicoot*, you are given a strict, linear path to follow. There are variants, however; occasionally you will be playing with a side viewpoint, or sometimes running into the screen. These help to break up a game that would become boring very quickly otherwise.

Your overall task is to save the delectable Daisy from the clutches of the evil Merlock the magician, who is holding her captive in his lava manor. In order for this to be done, you have to collect special weather vane parts from the four highest areas of the world. These will help to power a machine that will give you access to the lava manor. This is not as easy as it sounds, though. You will have to battle your way through 22 levels in order to do this, avoiding all manner of nasties.

Along the way you have the opportunity to pick up prizes like extra costumes and levels. Sounds quite good, but most Disney games thus far have had a reputation of being too easy to play and too simple in execution. So does *Donald Duck: Goin' Quackers* fare any differently?

SPECIAL MOVE

If you collect the right amount of gears in a level, you will gain a special move. They are given out by your three nephews. Once you are back in the hub, you have the option of practicing them in a special room. The method is to jump on three enemies in a row without touching the floor, then hitting the Right Trigger button. If done correctly, Donald will freeze in the air and you will be set three seconds or so to enter a combo. Get it right and Donald will become invincible. If you collect a special move in every level of a world, you get the chance to do a special challenge. Complete this and you get a prize!



YO! YO!

This evil hand will chase you on certain levels, but be warned – don't let it catch you – it will start using you as a yo-yo before taking away a valuable life.

BIG BOSS: After every world you will have a face-off with a boss. They aren't too hard, but are certainly good fun.



COMMENT

The one thing that immediately stands out in *Donald Duck* is the audio. The soundtrack is classic Disney, which can only be a good thing; indeed, the music more than makes the game sometimes. The ghost house is a good example of this – the levels themselves are merely average. Quite frustrating staple platform elements means that there's little here that's outstanding. However, the rattling of the windows, the howling wind and the cackling of ghouls mixed with the orchestrated screeches of violins and menacing organs make the levels seem so much more atmospheric. That's not to say that the music is the only standout aspect of the game. The graphics are bright and colourful, if a little overly simplistic, but the animation is superb – leave Donald alone for a few seconds and he will perform a mad little dance.

The different themes throughout the game are pretty generic, but there are some original ideas hidden away. Some of the methods of finding secret areas are quite exquisite, involving abstract jumps

from enemy to enemy in true platforming style that is sadly lacking from a lot of games these days.

However, as nice as it sounds, there are reasons as to why this game is unlikely to be remembered in a few months' time. The structure of the levels is basic to say the least – there is no architecture worth mentioning as such. There are no areas in the game that will jump out at you and leave your jaw hanging on the floor. More often than not there are only a few variants throughout the level scattered around in a different order. This does help the flow of the game though – there are no moments where you will have to stop for a long time, it's fairly dynamic. But when it comes down to it, this type of game has been done before, only much better. The fact that there is nothing to separate this from earlier versions doesn't help its cause either and, as such, it will keep you entertained for only a little while before boredom sets in and you find yourself popping in another disc.

GARY

CUBE VERDICT

PLEASANT PLATFORMER BUT LACKS ORIGINALITY.

DONALD DUCK: QA

OPINION



VISUALS

Very simplistic, but oh so smooth. Animation is top notch too.



AUDIO

Outstanding. The music is fantastic and the SFX are true to the cartoons.



GAMEPLAY

You will enjoy playing it, but you won't be going back to it.



LIFESPAN

A few secrets add some longevity to a very short game.



ORIGINALITY

It's *Crash Bandicoot* with a much more charming theme.

QUACKERS "Would've been good fun if I hadn't have played the same game on Dreamcast already."

CHANDRA

FINAL SCORE

6.5

GOOD FUN WHILE IT LASTS – WHICH ISN'T LONG. BEST TO LIST IT UNDER THE 'PLAY-AND-FORGET' ROSTER.

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2002 FIFA WORLD CUP

EA makes a return to Nintendo with its most famous series...



AFTER A long silence on the Nintendo front, EA has finally decided to release an instalment of its best-selling series *FIFA Soccer*. EA is certainly up against some stiff competition in the form of *ISS2* and *Virtua Striker 3* – and both titles are worthy contenders.

One thing that *FIFA* has always had a good reputation in is the visuals and sound department. No complaints here – the character models all look stunning and the running commentary is as slick as it's always been. However, the problems that seem to dog most football games lie in the animation – and this is no exception. Going from a running action to a kicking action is sometimes disjointed, due to the animation loops switching over. Some work in seaming these together would have improved the aesthetics greatly and it rather needlessly lets the package down.

The controls have always been a problem with *FIFA* games, and there's little change here. Although it is clear that EA has

put a great deal of effort into improving an area that has always drawn criticism, (the C Stick allowing you to easily perform one-two passes is a nice touch) the same problems arise as much as they ever did before. Cumbersome at the best of times, it takes a lot more effort on the player's part than it should to control the ball as they would wish.

There is, however, an excellent four-player mode that, coupled with the slick presentation, makes it feel as if you and your friends really are taking part in that most important of football events, and it's certainly the most atmospheric of the three football titles on offer. But, as it stands, why bother when you have two superior footie games available – *ISS2* for its lovely intuitive controls, and *Virtua Striker 3* for arcade-style action. It's great to see the *FIFA* series on the rise though, and our hopes for the next instalment are very high indeed.

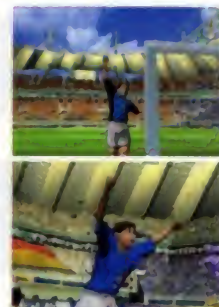
GARY

"IT'S GREAT TO SEE THE FIFA SERIES ON THE RISE"



MINI CELEBRATIONS

True to its history, *2002 FIFA World Cup* contains a variety of victory poses. Players will leap around, somersaulting and cartwheeling around the lush grass pumping their fists into the air as the crowd goes wild. When it's night time, and the floodlights' beams are bouncing off the silver rain, you could swear it was real. An interesting note is that the textures on the characters' bodies allow for sweat to appear. A close up of a character's face will present a sheen of transparent white coating on their skin. Nice...



CUBE VERDICT

2002 FIFA WORLD CUP

PUBLISHER: EA

DEVELOPER: IN-HOUSE

PRICE: \$99

GENRE: SPORTS

PLAYERS: 1-4

FINAL SCORE

7.2

MUCH IMPROVED, BUT CLASSIC FIFA PROBLEMS ARE STILL PREVALENT.

Monkey. Roll. Genius.

"COLOURFUL AND
TASTY— LIKE
FRUIT SALAD."

CUBE

Ⓢ INFORMATION

SUPER MONKEY BALL

PUBLISHER: SEGA

DEVELOPER: AMUSEMENT VISION

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1-4

Ⓢ STATS

■ MORE THAN 90 STAGES

■ THREE MINI-GAMES

■ THREE PARTY GAMES

■ DOLBY SURROUND SUPPORT

■ REQUIRES 3 MEMORY BLOCKS

RELEASE DATE



**CUBE
STAR
GAME**

The best GameCube game yet is a SEGA release that stars captive monkeys. Surprised?

MONKEYS HAVE

been associated with videogames ever since Donkey Kong started taunting Jumpman. Monkeys have starred in many less prominent games, too: think of titles such as *Toki*, *Monkey Hero*, *Monkey Magic*, *Ape Escape* and *Diddy Kong Racing*. There's something about monkeys that make them prime targets for videogame starring roles.

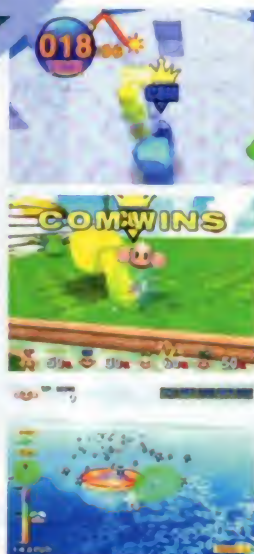
Amusement Vision, one of the bright new SEGA teams, have picked up the banana-shaped baton to create *Super Monkey Ball*. Not so long ago the prospect of SEGA developing for Nintendo seemed ludicrous. But everything has changed, and *Super Monkey Ball* is the first GameCube result of SEGA's multi-format stance. And what a result it is!



SUPER MO



WE ALL LIVE... : The underwater stages (encased in balls, our monkey heroes can dive) are inspired by the Beatles. Dinky yellow subs cruise around the locale. Lovely.



MINI-GAMES, MASSIVE FUN

Super Monkey Ball's most enduring gameplay mode is its mini-games. Four players, drinks, snacks, Monkey Fights — there's little more you could want from an evening in front of the telly. In Monkey Fight, our charismatic little chimps take to the ring, equipped with spring-mounted boxing gloves, in order to beat the living daylights out of each other. This is quite possibly the most laugh-out-loud funny multiplayer game we've ever had the privilege to play. Then there's Monkey Race, which is a circuit-based sprint so very enjoyable that we'll be more than content until GameCube *Mario Kart* arrives. And to round out the selection of mini-games, Monkey Target brings some chilled *Pilotwings* gameplay in the form of flying monkeys. Here your monkey rolls down a ski-jump sort of track before leaping up into the sky, and you then have open your monkey's ball in order to glide to a distant landing platform over the sea. Flying monkeys — such a silly idea, so wonderfully executed. But the multiplayer fun doesn't end here...



⬆ Moving cogs, tilting floors and one rolling monkey — this level sure ain't easy!

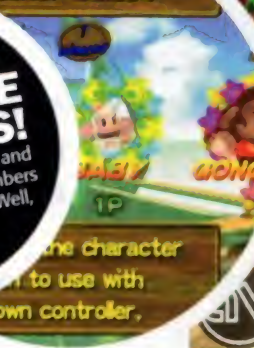


⬆ The game looks good, with bright colours throughout

HEY, HEY, WE'RE THE MONKEES!

AiAi, MeleMee, GonGon and Baby look like the members of the The Monkees! Well, we thought so, anyway.

Character Select



WE LOVE FRUIT SALAD!

Super Monkey Ball looks stunning. It's colourful and it's tasty — like fruit salad. It's smooth (there are no frame rate issues whatsoever) and it's highly detailed. Most notably, though, *Super Monkey Ball* boasts some special effects we've not seen in other GameCube titles. The spangles of light that dance underwater, for instance, are truly spectacular. The clouds that cumulate in Monkey Target, too, give an impression of what would be possible in a GameCube *Pilotwings*. And we mustn't forget the monkeys themselves, the stars of the show, who are animated with such skill that their little legs start kicking as they spin upside down.



HUNGRY?

NIKEY BALL

SIMPLE: BEST

The GameCube's controller's perfect analog stick moves your monkey in every direction. Oh, and the A button performs various features in multiplayer modes, and R is used for spin in Monkey Bowling. That's it — that's all there is to *Super Monkey Ball*'s gameplay. This is a game that OAPs could play. Quite whether they'd be able to stay on the floor is another matter, but the gameplay method is unbelievably simple. Having said that, *Super Monkey Ball* is a challenge to skilled experts — mastering the controls isn't the trick, but deft control is. Just as with *Virtua Striker 3* (Amusement Vision's only other GameCube title so far) there's no messing about, and the result is a game that outplays every other on the system. We wonder if other developers will realise the value of a simple control system...

LET THE MONKEY-
THEME PARTIES BEGIN!

EARN THE POINTS, PLAY THE GAMES!

As if the three mini-games weren't enough to satiate your hunger for multiplayer monkey action, *Super Monkey Ball*'s party games add yet more strings to the game's multiplayer bow. Monkey Golf, Monkey Billiards and Monkey Bowling are each tremendous fun. Monkey Bowling is arguably the pick of the bunch, as it is better than any other bowling game we've ever played (yep, even SNK's superb *League Bowling*). Up to four players can take turns to launch their monkey down a ten-pin alley into a bruising rack of pins. Spin can be applied with the R trigger to ensure that an off-centre bowl could still become a strike. And how the alley surface gleams! Monkey Billiards is a more relaxed game, for one or two players only. The idea is to pot (in order) the balls on the table, using your monkey as the cue ball. This mode is made even cooler thanks to some jazz vibes softly sounding on the billiards hall's speakers. And then there's Monkey Golf, which, to be honest, can be a bit frustrating. It plays more like crazy golf than real golf, though in four-player mode there is certainly some fun to be had here. Overall, we prefer *Super Monkey Ball*'s mini-games to its party games, but Monkey Bowling is exceptional.

ON THE
DOLE?

Dole, multinational shipper of bananas, is plugged throughout. Most noticeably, every banana bears the familiar Dole sticker. We prefer Del Monte, but Dole will do.

"SUPER MONKEY BALL IS QUITE SIMPLY THE BEST GAMECUBE GAME YET."

COMMENT

"So you have a monkey in a ball, see, and you roll it around to collect bananas." You risk being committed if someone overhears you describing the magic of *Super Monkey Ball*. But, in part, that's why *Super Monkey Ball* is such a refreshing change. Don't mistake it for a mere novelty, though — it's much more than that...

Simplicity is the key to *Super Monkey Ball*'s success. You needn't think about the controller in your hand; it's just instinct that moves your monkey exactly where you wish to go. This is what Shigeru Miyamoto had in mind when he designed the GameCube controller, and it's ironic that Amusement Vision has made better use of the pad than any other GameCube developer thus far.

There are simple games that are boring, of course, but *Super Monkey*

Ball is great fun. We've been playing it for months on end and can report that it gets even better with age. Every second that your monkey rolls, you'll be exhilarated by the fear of falling off the edge or running out of time. The parameters in every mode are set just so.

In single-player, *Super Monkey Ball* is challenging and richly rewarding. In multi-player, it's the most amusing social game we've played in a very long time. Just play it and see.

Pac-Man, *Space Invaders*, *Donkey Kong*, *Super Monkey Ball*: some of the best games ever have also been some of the simplest. In Amusement Vision we have the hope that such games will continue to be made. This isn't hyperbole: *Super Monkey Ball* is the best GameCube title of them all.

JONTI

THE STORY OF ONE MAN IN A BALL

PLENTY TO DO AND SEE

Just because *Super Monkey Ball* is the best thing to happen to multiplayer gaming since *GoldenEye*, its single-player options should certainly not be discarded. The main one-player game is puzzle-action mode in which you must roll to courses' ends without falling off into oblivion, collecting as many bananas as possible and getting to the goal before your time runs out. Later stages are incredibly tricky, but *Super Monkey Ball* eases players in via its relatively straightforward Beginner mode before testing with Advanced and Expert. Fortunately, a Practice Mode allows you to perfect unlocked stages before trying to pass them in the Normal Mode. Even *Super Monkey Ball*'s Main Game can be enjoyed in multiplayer, however. In Competition Mode, up to four players make a dash for the goal, taking care to pick up mucho bananas, and the player with the most fruit wins. This is yet another excellent feature, though the single-player take is just as fun.



AAA? DON'T BE SO LAZY! The name entry system is inspired. You simply run your monkey into the appropriate spring-mounted pads to spell your three initials.



The further you go through the game, the harder it is to reach the goal in time...



You are going to have be pretty nimble-fingered here!



CUBE VERDICT

SUPERB FUN ALL THE WAY AND A VAST CHALLENGE.

SUPER MONKEY BALL



VISUALS

Super Monkey Ball boasts gorgeous graphics with plenty of character—and wonderfully animated monkeys.



AUDIO

Tunes that will get trapped in your head and sound effects that will make you grin like... a monkey.



GAMEPLAY

Most of *Super Monkey Ball* is controlled with only the GameCube controller's analogue stick. Genius.



LIFESPAN

With a perfect learning curve and many hidden features, *Super Monkey Ball* will keep you busy for a long time.



ORIGINALITY

Inspiration was obviously taken from the likes of *Marble Madness*, but *Super Monkey Ball* is certainly its own game.

ALTERNATIVE

MARIO PARTY 3

Mario Party 3 is comparable to *Super Monkey Ball* in that it's full of entertaining mini-games and that special party atmosphere. Look out for GameCube *Mario Party 4* at the end of the year.



DIDDY KONG RACING

Diddy Kong Racing also had some monkeys in it. Okay, we're clutching at straws here. But hey, monkeys will return to the GameCube in *Donkey Kong Racing*.



OPINION

OH BANANAS! "This is one of the finest games on the GameCube to date. Stop monkeying around and buy it!"

SIMON

SWINGIN'! "What's this... a SEGA game that's better than all the current Nintendo ones? Amazing!"

MARTIN

FINAL SCORE

9.3

THE BEST GAMECUBE GAME YET. A MATCH FOR GOLDENEYE, AND EVEN MORE FUN THAN LUIGI'S MANSION!



Eighting's debut GameCube title goes for the punch...

BLOODY PRIMAL FURY

CUBE

INFORMATION

BLOODY ROAR: PRIMAL FURY

PUBLISHER: ACTIVISION

DEVELOPER: EIGHTING

PRICE: \$99

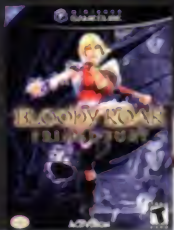
ORIGIN: JAPAN

PLAYERS: 1-2

STATS

- 60 FPS WITH NO SLOW-DOWN
- SIX NEW ARENAS
- TWO NEW CHARACTERS
- HYPER-BEAST TRANSFORMATIONS
- 3 MEMORY BLOCKS REQUIRED

RELEASE DATES



Transformers – more than meets the eye! Transformers – robots in disguise! Is there more to meet than eye candy in this transformer? Read on...

ONE THING THE

N64 lacked: fighters. Sure there was *Smash Brothers*, but if you were looking for a serious fighter, there really wasn't much choice. The GameCube is just out over here – and this problem has already been amended.

Bloody Roar: Primal Fury is an update of the PlayStation2 game *Bloody Roar 3*. However, unlike other games out there it's more than just a simple port. Boasting vastly improved graphics, an ultra-smooth 60 frames per second running speed and tons of new characters, it demonstrates a company making a genuine effort to take advantage of higher-spec hardware. Others should take note.

Happily, the actually gameplay lives up to its conversion standards. Despite lacking in the depth found in more established fighters, *Bloody Roar: Primal Fury* is a complete blast to play. The storyline is ridiculous, but that doesn't matter – dishing out some of the most painful-looking moves devised and visuals that melt your eyeballs does in this game.

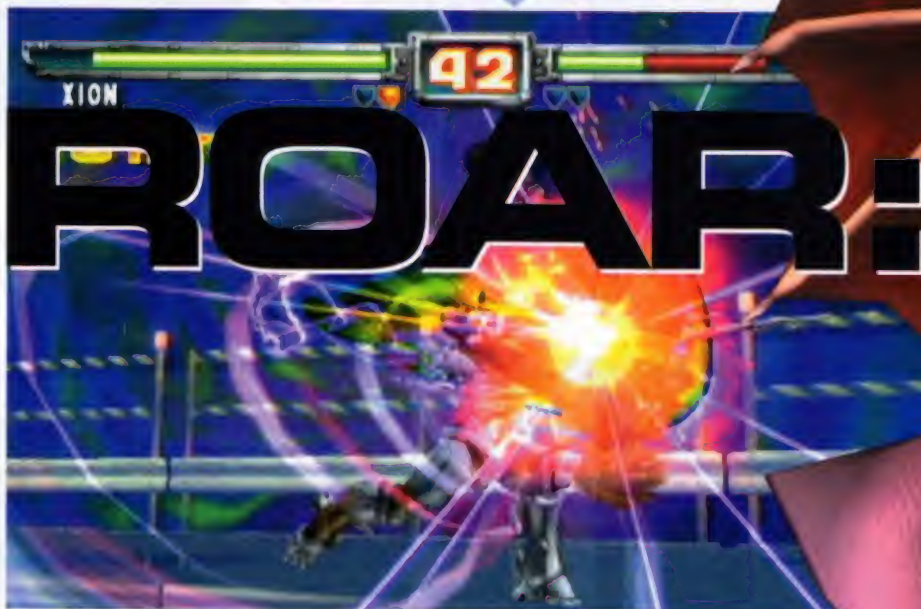
Initially, it plays like any other 3D fighter you could care to mention, but (providing your Beast Gauge is topped up enough) a quick tap of the X Button soon changes this. Immediately your character transforms into a salivating beast. Tapping Z after this event will cause even more havoc, as your character takes on a 'Hyper-Beast' form. A twist to the left or right and then pressing B will now unleash a devastating series of blows that leave the opposition floored. Problem? This takes some of your energy too – an excellent addition to the formula.

NICE THREADS!

Pressing Y on the Character Select screen will give you the option of another costume. Alice here bears more than a passing resemblance to Nazomi from *Shenmue*.



POETRY IN MOTION: If you finish a player off with a Beast Drive the screen will go all swirly, similar to finishing with a Super Art in *StreetFighter 3*.



DAMAGE REPORT

If you look at the energy bars, you will see different colours. Green is the amount of energy you have, blue is what you can build up and red is the energy that has been taken off.

When you hit somebody in their human form, the amount of energy you take off is deducted, but in blue. Their energy will now gradually fill up to this blue limit. The only way to stop this is to hit them again, causing the limit to reduce. This encourages a more aggressive style of fighting, and helps prevent 'turtling,' the action of hitting somebody and then constantly blocking. Of course, when in various beast forms, these rules change considerably.

It is an excellent idea, but is not implemented often. With some fighters it would ruin the balance (*Virtua Fighter* springs to mind) but most are crying out for this. Well done to Fighting for including this gameplay element.



"THE CHARACTER TEXTURES ARE AWASH WITH DEEP GREENS AND BLUES, RICH GOLDS AND REDS. THE VIBRANCY IS MARVELLOUS"



Outrigger: The option for ring outs is here – meaning that the multiplayer aspect of the game soon turns into name-calling slag-matches instead.



ANIMAL FARM

There are a total of 12 characters to choose from – not including secret ones – and each one has his or her own beast. For instance, Alice will turn into a bloodthirsty rabbit, Jenny into a gothic bat and

Gado into a lion. Whilst they have their advantages in strength, their slower pace and lower jumping actions counter the advantages effectively. Stay human with superior speed and a more varied set of moves? Or change into a hulking beast, roaring and spitting at your enemy as you slowly lumber

towards your opponent, before hurling them into the ground, stamping on their chest, crying your battle cry to the heavens? It's not the deepest of tactical decisions, but for the fast-paced style of the game it proves to be enough variation to make the multiplayer that little bit more edgy.

BEASTS IN DISGUISE

The more moves you perform, the fuller your beast gauge becomes. Once completed it will be replaced with the words 'BEAST CHANGE!' Now is your chance to take out your opponent in style. Whilst in this mode, you do not get any extra moves. Instead, your energy bar gradually fills, you take less damage, you jump lower and you pack a meaner punch. Every character has a different animal, unique to them, that they change into; you can stay in this form for as long as you can avoid sustaining too much damage.

Alternatively, pressing A+X+Y or Z will cause you to enter the Hyper-Beast form. In this mode you can start another move at any stage of the previous one, so combos are a lot easier to pull off, you can perform Beast Drives (flashy moves unrivalled in strength) and your energy bar fills up at a faster rate than it would in normal beast form. However, entering this form without having your Beast gauge flashing will cost you health, so be warned.



COMMENT

The first thing that strikes you about *Bloody Roar: Primal Fury* is the speed. It certainly rattles along at a fair old pace – a constant 60 fps, in fact. Another is the style. It's full of colour; the character textures are awash with deep greens and blues, rich golds and reds. The vibrancy is marvellous. The eye candy doesn't stop there either. The garments of the characters flutter and ripple in the wind, and the animation of the character movements is very graceful. Make no doubt about it, *Bloody Roar* is a good-looking game.

But how does it play? Well, it would be a lie to declare that this title had any depth to it. The simple fact is that the majority of characters act in the same manner. The majority of the moves are rather easy to pull off, a lot of the time

being based on kick, kick, punch, punch-type combos. This is all well and good for multiplayer – it means that you don't need to grab game-fanatic friends to enjoy a few rounds – but it also means that the player who likes to delve further into the mechanics of a game will be left feeling unsatisfied. The characters Long, Shenlong and Uriko go some way to amending this; they have a moves list that asks for certain moves to be linked to others in order to be performed effectively, but there is nothing the experienced fighting fan would find especially interesting or challenging there.

It would be unfair to dismiss *Bloody Roar* because of this though. It is a fighting game aimed at the people who enjoy a quick slug – and so far their only choice on the GameCube has been *Smash Brothers*. Whilst not quite up to that



PRACTICE MAKES PERFECT!

One thing included in the game is a very cool Training mode. Here you are let loose on a static opponent. Every command you input is displayed, so it is easy to see what damage certain moves are capable of. Other displays show you: the base damage, which is the damage incurred from your last successful attack; the combo damage, which is the same as above but includes combo bonuses; total damage, which (as the name suggests) shows how much you have taken from your opponent in total and, finally, max combo, which shows you the amount of hits that connected in the longest combo that you performed.

This is very useful, as if you are having trouble on a particular move you can see which area you are going wrong in exactly. You can also practice your Beast Drives here.



"IT DEMONSTRATES A COMPANY MAKING A GENUINE EFFORT TO TAKE ADVANTAGE OF HIGHER-SPEC HARDWARE - OTHERS SHOULD TAKE NOTE"

I SEE THE LIGHT!

The lighting effects really are outstanding in this game. Sometimes there will be so many flashes and flares on screen that it will feel as if your brain is melting.



standard, it has a totally different vibe to it, making it a worthy alternative.

Presentation wise, *Bloody Roar* doesn't disappoint. All of the menus and front screens have a polished sheen to them that is reassuring; and while the music is the standard beat-'em-up affair, it rarely grates. You wouldn't be listening when playing with friends anyway, the jeering and shouting that replaces it is a much more fun alternative.

At the end of the day, *Bloody Roar* is a beat-'em-up that shows the GameCube offering a more varied line up of software than the N64 ever did, and is well worth your money on launch day. Just don't expect to still be refining a Zen-like ability at in a year's time.

GARY

VERDICT

BLOODY ROAR: PRIMAL FURY

FAST, ADDICTIVE AND EXTREMELY ATTRACTIVE - DON'T UNDERESTIMATE THIS.



VISUALS

A little basic at times, but otherwise absolutely fantastic. Explosions of light in abundance.



AUDIO

All the grunts and groans you could wish for in a fighter. Typically cheesy music is the expected. No complaints.



GAMEPLAY

Basic, but enjoyable despite this. Flash moves can be brought out with just a few hours play under your belt.



LIFESPAN

One-player won't last long, but the multiplayer should keep you coming back for more for a wee while yet.



ORIGINALITY

It's a one-on-one fighting game. Even the PS2 is more original!

ALTERNATIVE

SUPER SMASH BROTHERS MELEE

The only other beat-'em-up on the GameCube at the moment, and pure Nintendo gold. Surprisingly similar in gameplay mechanics.



FIGHTER'S DESTINY

The best choice for traditional fighting on the N64. The basic gameplay was disappointing, but a novel points system was quite innovative.



OPINION

GRR!! "Fun gameplay, but it's dragged down quite a bit by hi-res, N64-esque graphics."

CHANDRA

GRRRRREAT! "Okay, so it's a bit of a button-basher but in the end, that's all it needs to be..."

MARTIN

FINAL SCORE

7.0

WILL KEEP YOU OCCUPIED FOR A FEW HOURS, BUT THE LACK OF ANY DEPTH MEANS IT GETS OLD QUICKLY.

**"THE EXTRA PROCESSING
POWER, GRAPHICAL
TRICKERY AND SUPERIOR
CONTROL MECHANISM HAVE
DONE WONDERS FOR
CRITERION'S RACER"**

Crash 'n' Burn In Style

BURNOUT

CUBE

INFORMATION

BURNOUT

PUBLISHER: ACCLAIM

DEVELOPER: CRITERION GAMES

PRICE: \$99

ORIGIN: UK

PLAYERS: 1-2

STATS

■ FIRST SERIOUS GAMECUBE RACER

■ ULTRA-REALISTIC CRASHES

■ HI-OCTANE RACES

■ INTELLIGENT TRAFFIC SYSTEM

■ CROSS-COUNTRY SHORT CUTS

RELEASE DATES



**AUSTRALIA
OUT NOW!**



LOOKING GOOD: The car models aren't as nice as the ones found in something like *Project Gotham* on Xbox, but they still look great.

Sports Coupe AT Pickup



BACK END OF A BUS

A SMALL, BUT PERFECTLY FORMED, SELECTION OF VEHICLES

Burnout initially offers you five different vehicles to choose from, with other more original offerings turning up later on. Criterion doesn't hold any official car licences, so the cars are all fictional (although you'll recognise what they're supposed to be). *Burnout* takes a novel approach to vehicle selection in that the more impressive cars won't necessarily make your race any easier – in fact, they'll make it harder for you to progress. The Supermini is a nippy little car capable of making quick adjustments. Other cars, such as the Muscle, have higher top speeds but don't handle as well – in a game like this handling is paramount, so to start with you'll be using the Supermini the whole time. Playing the game with the bus or the truck may be entertaining, but you certainly won't be winning any races. These vehicles are more suited for racking up the crash points.



CRASH FEST

STUFF WINNING – THERE ARE MORE IMPORTANT THINGS TO DO

Despite the aim of the game being to come first, there are other aspects of the game that will occupy your time. One of these is the ability to earn money for crashing. The more outrageous the crash, the higher the reward – and *Burnout*'s incredible crash engine allows for some decidedly satisfying results. Huge dents in your motor, glass shattering everywhere and smoke pouring from the bonnet. Not only can you crash and burn, but you can also cause multi-car pile-ups and completely block up the road for the people behind you. As soon as you crash you get a quick replay (which can be saved to your memory card) after which you continue the race with your car miraculously fixed.

The bigger the car the more impressive the crashes, and it's the promise of great crashes that will make you strive to obtain the secret vehicles in the game. At the end of each race your total reward will be added to the high-scores list.



THE ROAD IS LONG

Burnout's tracks draw way into the distance and the developer hasn't had to sacrifice the level design to fit in with hardware limitations.

Guildford-based Criterion Games proves that anything the PS2 can do GameCube can do better...

IF YOU LOOKED

at the potential launch line-up back in December, it would have lacked one very important genre: the racing game. Okay, so *XG3* was there, but it's a futuristic racer and there were no signs of ANY serious racers on the horizon. Then, out of the blue, *Burnout* turned up. One of the few racers to approach the graphical quality of *Gran Turismo 3* would be coming to a GameCube near you and very soon. As it happens, the development team had the game up and running on GameCube hardware inside of five days. This has meant that the remaining allocated development time has been used to improve the game above and beyond the PS2 version, and boy does it show. The PS2 game is gorgeous enough as it is, but the extra processing power, graphical trickery and superior control mechanism have done wonders for Criterion's racer.



SPLIT-SCREEN MAYHEM: *Burnout* offers a fantastic two-player mode, with no loss of detail whatsoever. Races can turn around at any point.



SPOT THE DIFFERENCE

DAZZLING SPOT EFFECTS THAT ACTUALLY AFFECT THE GAME

Most racing games throw in spot effects for good measure, but in *Burnout* they can be used to your advantage. Taking short cuts or clipping a dusty sidewalk will see dust flying everywhere, but as well as looking nice it will also completely blind your opponents. Thick plumes of dust/smoke will make it impossible to see any oncoming traffic and the chances of crashing become dangerously high.

As well as dust there's the usual sun, lens flare and even a wet tarmac effect, which is reminiscent of *Gran Turismo 3*. Even more impressive are the real-time bodywork reflections, which appear to reflect all the scenery around you. Very nice indeed.



"THERE'S NOTHING MORE SATISFYING THAN NUDGING A CHALLENGER INTO THE PATH OF AN ONCOMING 18-WHEELER"



TURBO REVIVAL

It's all very well racing around like a madman, but if you want to progress in the game you'll have to start winning. Every crash will set you back a few seconds, so avoiding the traffic is a priority. Even if you get ahead of the pack, one crash could ruin everything, but there is one way of putting some space between you and the hounding opposition.

At the bottom of the screen is a turbo meter. Every time you have a near miss, perform a slide or drive in a particularly daring fashion, the meter will fill up. Once it's full you will have access to a 'Burnout' by way of the R Trigger. Using the entire bar without crashing will see it instantly filling up again – the bar can be filled a maximum of three times in a row before you have to build it up again.



COMMENT

One of the main features of *Burnout* that really hits you from the word 'go' is the handling. It is simply gorgeous. The GameCube's unparalleled analogue joystick combines with a lot of time and effort on Criterion's part to create something unbelievably good. As soon as you start playing you'll think 'wow, this feels really nice.' The game's handling is based on classics such as *Ridge Racer* and *SEGA Rally*, and the sliding is a perfect combination of the two. You soon learn that the precision controls are essential if you're to weave in and out of the traffic at over 100mph, and we're talking lightning fast reactions here. Countless games boast stupidly high top speeds, only to end up feeling like 40mph. *Burnout* does well to create the illusion of speed,

and that's before you get anywhere near the Turbo button.

The main aim of *Burnout* is to race against three competitors on public roads, thus competing with other traffic for space on the road. A spectacular crash engine sits underneath the main game and a lack of skill (or sometimes just plain bad luck) will see you colliding with cars, buses, trucks or bits of scenery. You can, of course, use this feature to your advantage, and there's nothing more satisfying than nudging a challenger in the path of an oncoming 18-wheeler. The Z Trigger 'look over your shoulder' option enhances the fun further.

Overall, the conversion has been handled very well, proving that anything the PS2 can do GameCube can do better. Still, there are some areas where we might have hoped for a little more.



THE LITTLE THINGS

ACCURATE ENVIRONMENTS MAKE YOU FEEL RIGHT AT HOME

This is one of the main areas where *Burnout* completely trounces other games like *Driven*. As well as boasting intricate textures and an impressive draw distance, *Burnout's* tracks have bucket loads of extra details, which are superfluous to the standard gameplay experience, but which really add to the realistic feel of each track. Objects such as fences, barriers, traffic

lights, telephone cables, electricity pylons and reflective water all appear, and they're not just dodgy bitmaps either, all boasting decent texturing. In fact, the traffic lights play a significant part in the game. The traffic obeys the Highway Code for the most part and a quick glance at the lights will let you know roughly what to expect from that particular junction.

CRAZY TAXI?

You thought that taxis in the US were a bit crazy? Say hello to the new crazy drivers – to win in *Burnout* you'll have to be a lot more daring than your run-of-the-mill cabbie.

CUBE VERDICT

BURNOUT

A MUST-BUY FOR ANY RACING FAN



VISUALS

Not ground-breaking, but a smooth improvement on the already pretty PS2 graphics.



AUDIO

Nice tunes but, because it's been ported, the sampling frequency of the sound effects is lower.



GAMEPLAY

Fantastically playable boasting that rare 'gotta play it again' feel, if something goes wrong.



LIFESPAN

Plenty of options to keep you happy. Could have been more tracks and bonus cars though.



ORIGINALITY

Adds a welcome new twist to the racing genre and one that will keep it head and shoulders above the rest.

ALTERNATIVE

DRIVEN

Slightly different in style, but it's still an arcade racer. Good fun for a while but not a touch on *Burnout's* graphical trickery and precision handling.



XG3

A great sense of speed, multiple weapons and it's silky smooth... oh, did we mention the speed? A game that should be bought as well as *Burnout*, not instead of it.



OPINION

CRASH 'N' BURN! "Fast, furious and everything about racing games that we love... bring on the burn, baby!"

MARTIN

SMASHING! "Really good fun and leaves you gagging for more... more tracks that is..."

GARY

FINAL SCORE

8.5

A SUPERB ATTEMPT FROM CRITERION GAMES. HI-OCTANE RACING TO SATISFY YOUR DESTRUCTIVE URGES.

* The initial selection of five vehicles increases slightly when you complete certain tournaments. Buses and trucks are good fun to play around with, but it would have been nice to have some more sports cars to choose from. The same can be said for the tracks count. The five standard tracks can be played in reverse, with slight alterations, at different times of day and with wet tarmac. This allows for completely different experiences, but a few more standard tracks and real-time weather is what we would have liked. Perhaps Criterion will utilise the technology further with its next GameCube offering. Don't let these niggles put you off, though. *Burnout* is, without a doubt, the answer to every GameCube racing fan's dream. Bring on the sequel...

CHANDRA

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OUT NOW!

AVAILABLE FROM ALL GOOD NEWSAGENTS

CUBE

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biggest GameCube magazine!



82 Who needs The Force when we've played this to death? Full guide to this stellar game!

STAR WARS: ROGUE LEADER

LUIGI'S MANSION

100 Stuck? Then don't be! We've minced our way through the scariest mansion just for you!



STUDIO EYE

page 112

Criterion, developers of the mightily-impressive *Burnout* invite us in for a look at their offices. We speak to Alex Ward, the Creative Manager, to find out what he thinks about all things GameCube...



IN CLOSING...

page 114
We uncover the secrets behind Nintendo's most-famous mascot, Mario!

CUBE

INFORMATION

STAR WARS ROGUE LEADER

PUBLISHER: NINTENDO

DEVELOPER: LUCASARTS

GENRE: SHOOT-'EM-UP

PLAYERS: 1

CUBE SCORE: 9.1

ISSUE: 1

CUBE CONTROL

KNOW YOUR FIGHTER



ANALOGUE

Naturally, you use the Analogue Stick to pilot your ship – left and right turn the ship while up and down make you dive and climb.



C-STICK

Whichever viewpoint you're using (external or internal), moving the C-Stick allows you to rotate your camera around.



A BUTTON

The button you'll be using the most – by rapidly pressing the A Button, you can fire off a volley of laser blasts from your ship.



B BUTTON

Whether you're armed with an Ion Cannon, Photon Torpedos or Bombs, this is the button that you'll need to fire them off.



R BUTTON

Use the R Button in order to speed up your craft – hitting the digital click will then lock your craft at the set speed.



L BUTTON

Use the L Button in order to slow down your craft – again, hitting the digital click will lock your craft at the set speed.



Y BUTTON

Can't see the enemies? Then hold down the Y Button to bring up your Targeting Computer and highlight them in luminous colours.



X BUTTON

By tapping the X Button, you can switch from the external 'behind-the-ship' view to an internal cockpit viewpoint and back again.



Z BUTTON

Hold down the Z Button and move the Analogue Stick left or right to roll your ship around the central axis without turning.



**CUBE
PLAYERS'
GUIDE**

STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

You won't need to use the Force to get through this latest Star Wars adventure... we've got the first part of our guide right here!



TATOOINE TRAINING

[L1]

Practice your skills on the desert planet of Tatooine, complete all the missions and get ready to join the Alliance!

COMPLETE THE TRAINING

There are 12 different Training Tasks to perform as you fly around Tatooine – you can activate each task by flying through the rotating red Rebel symbols. Perform the task shown before the timer runs out to complete it and turn the symbol green; this indicates a successful task. They're all pretty basic, so you won't have any problems here.

WIN THE BEGGAR'S CANYON AND TOSCHE STATION RACES

Two of the red Rebel symbols are actually races – one through Beggar's Canyon against Biggs and the other to Tosche Station against Biggs and Wedge. You need to complete each race twice to pass.

TOSCHE STATION

Not too tough – simply fly through all the markers, using your Boost whenever it becomes available to reach the end of the course. You MUST turn all the markers from red to green; if you miss one, you'll be disqualified. The second race is a little tougher, as Biggs and Wedge are faster... use your Boost as soon as it comes online to win. You need to beat times of 1min and 57secs respectively to succeed.

BEGGAR'S CANYON

There are two courses to take here – the left-hand track is tough, so follow Wedge to find your way through

before boosting past on the final stretch to win. The right-hand path is easy and only winds a little, so you'll complete it with no trouble, but on both races don't fly too high or you'll be disqualified for leaving the canyon. Beat times of 50secs and 40secs respectively to succeed.

BULLSEYE 20, 40 AND 60 WOMPRATS IN 30 SECONDS

This can be tricky, so it's best to go for the 60 Womprat target from the start to complete all three in one go. Simply aim towards the ground and hold down the A Button, turning the ship left and right to sweep lasers across the Womprats. As you reach the end of the field, boost and turn high into the sky for another pass; you should get around 30 on the first pass, making it easy to get over 60 in the allotted time.

FIND ALL DISCOVERY ITEMS

There are 12 Discovery Items in total hidden around Tatooine – the radar will point you in the right direction, but it always picks out the one that is furthest away from you. The best

tactic is to try and find them while flying round to complete the Training Tasks; most are hidden in the middle of the desert wilderness, so we can't tell you exactly where they are. When you've only got a few left to find, start using the radar...

- Jabba's Palace x1 (directly ahead as the training begins)
- Crashed TIE Fighter x1 (hidden between the buildings of the city)
- Sandcrawler x2
- Dewback x3
- Bantha Herd x5

There are also four Bonus Discovery Items to find. However, only one of the last three can be found at any one time – C-3PO appears in the early morning and evening, the Escape Pod appears at noon and R2D2 appears only at night.

- Kraayt Dragon Bones (near one of the Bantha Herds)
- Escape Pod (turn left after finishing the Tosche Station race)
- R2D2 (blow up the Sandcrawlers with Proton Bombs to find him inside one of them)
- C-3PO (destroy Jabba's Palace and he'll be hidden inside)

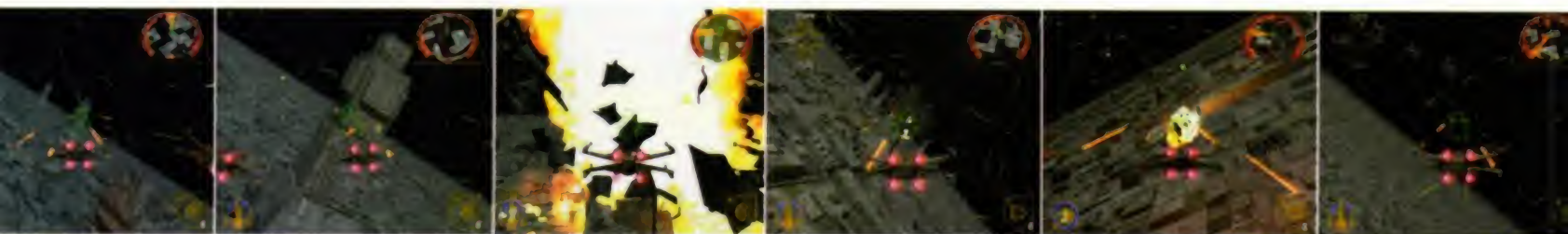


ALL-DAY TRAINING

ALL WORK AND NO PLAY

Although the Tatooine Training section looks pretty pointless, there is a reason why you have to complete it – doing so will unlock one of the secret ships in the game. The N-1 Naboo Starfighter is available to those pilots who diligently put in the effort to train all day; you need to complete the Training section (that means having all the goals green on the summary screen) in the early morning, at noon, in the early evening and at night. While you could play the game at all hours of the day, the easiest way to do it is simply to change the clock on your GameCube – hold down the A Button as you turn it on to reach the clock settings before starting the game.





DEATH STAR ATTACK (L2)

You've discovered the only weakness of the Empire's dreaded Death Star – get in there and blow it to pieces, Luke!

THE VERY FIRST assault on the Death Star (taken straight from the end of *Episode IV: A New Hope*) is split into three different stages for you to complete. First off, you'll need to take out all of the Deflection Towers situated around the surface – there are 10 in total, so just blow them all up to move onto the next phase. Now you're facing off against squadrons of TIE Fighters; thankfully, they're quite slow and you can drop in behind them without any trouble. Always take out the TIEs on the left and right before going for the lead, otherwise the group will scatter and you'll have to hunt them ship-for-ship. Make sure you destroy each squad before moving to the next one; get rid of

them all with a little help from your wingmen to enter the trench. This is the final attack run – boost down the trench, dodging the barriers that appear along it until you reach a clear area. You'll be attacked by TIEs here, so simply brake to get behind them and then blast all three to bits before hitting the Boost again. After two attacks, Darth Vader will come in to get you; do the same as before but don't bother shooting him as he's too strong. Repeat until Han Solo flies in to save you, then boost down the trench and fire a Photon Torpedo at the exhaust port at the end – if you can see it, use the Targeting Computer to highlight the target.

To receive the Gold Medal, you'll

have to work your arse off – there's an incredibly high kill rate required with a reasonable accuracy rating. The trick is to take out as many of the gun turrets surrounding the Deflection Towers as possible, without simply spraying laser fire everywhere; they only take a few hits to destroy, so you have to watch that you don't waste shots and lower your accuracy. Next, you need to get as many of the TIEs as possible so send your wingmen after the guns instead of you to give you more of a chance to score hits. Now you can race down the final trench while taking out more towers to reach the kill count... it's not easy though, so don't be complacent just because this is the first level!

MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	9:30	7:11	6:05
Enemies	21	52	91
Accuracy	11%	19%	39%
Friendlys Lost	1	0	0
Lives Lost	2	1	0
Targeting Computer	10%	40%	100%

TECH UPGRADE: ADVANCED SHIELDS

➔ ADVANCED SHIELDS MAKE YOU STRONGER

Once you've knocked out all the towers and start to face the TIE Fighters, drop as low as you can and fly straight forwards slowly. Keep your eyes on the left-hand side of the screen and you'll see a small white object just to the left of a gun turret – fly over and grab it for the Advanced Shields.



Don't worry too much about getting caught in the flames – they won't even scratch you!





ISON CORRIDOR AMBUSH

(L3)

With the Rebel convoy attempting to retreat through the Ison Corridor, you're the only hope they've got of getting away in one piece!

THIS IS A pretty straightforward mission as all you need to do is keep the attacking TIE Fighters from blowing up the main frigate. Although you don't want people to die, you can let all the others be blown up and still complete the mission. As soon as the mission begins, you can send your wingmen away to fend off the TIE Fighters coming in from the rear,

leaving you to take on the ones ahead. They'll all come in as squadrons, so picking them off shouldn't be too difficult. When you've cleared the area of those, another pack of TIE Fighters will enter the fray – by now, you'll probably have lost at least one transport, so you'll need to get rid of this second wave as quickly as you possibly can because you'll want all

TECH UPGRADE: ADVANCED PROTON TORPEDOES

HARDER-HITTING TORPEDOES FOR A BIGGER BANG

As soon as the mission begins, dive down slightly until you end up beneath the frigate ahead of you. There's a large chunk of space debris here with a narrow passage running through the middle – fly through it and grab the Advanced Proton Torpedoes as you exit.



Fly straight into this symbol to switch ships, but don't crash into the frigate!

the transports you can get for the final stage of the mission. Before racing off to meet them though, duck under the main frigate and fly into the Rebel symbol to switch into the A-Wing; it's faster than the X-Wing and can help you keep up with the TIEs. Wipe them all out and then prepare for something nasty... yep, you're going into the nebula. This means you can hardly see where the enemies are, so you'll have to resort to using your Targeting Computer to pinpoint the squadrons of TIE Interceptors that come in to finish your convoy off. Instruct your wingmen to deal with them as well, making your job that much easier and clean up the rest of the Interceptors to escape the nebula.

Ahh, the Gold Medal – unless you're incredibly good at picking off TIE Fighters, you'll have some trouble with this one. The time limit is incredibly tight for what you've got to do, plus you can't use your Targeting Computer too much inside the nebula; you'll have to rely on the radar and your instincts. Like the last mission, try to pull in behind the TIE squadrons and take the flanking ships out before shooting the leader, preventing the group from breaking up. If you fancy a faster ship, pick the A-Wing from the hangar at the start of the mission... but watch out as it is lacking in the shield department. Finally, if you're



lacking in kills then you should tell your wingmen to back off – you'll have all the TIEs to yourself, but don't blame us if you're overwhelmed!

MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:18	5:16	4:11
Enemies	26	32	40
Accuracy	3%	7%	19%
Friendlys Lost	4	3	2
Lives Lost	2	1	0
Targeting Computer	10%	27%	72%





It's quiet... too quiet. Get over the ridge as quickly as possible to find the Empire!



BATTLE OF HOTH

(L4)

If you've seen *The Empire Strikes Back*, you'll know what to do here... take out those AT-ATs and help the Rebellion escape!

LIKE MANY OF the other missions, this level is split into three – first off, you'll need to take out the three groups of AT-STs heading for the small base beneath where you emerge from the canyon. There's a group on the left,

one ahead of the canyon entrance and another on the right a little way away. Take all three groups out and you'll be warned of some AT-ATs approaching the Shield Generator; at this point, you'll switch to control of

Wedge. Head for the very front group of attacking AT-ATs and use your Tow Cable to hook the legs of the walkers, then fly around in a circle repeatedly until they fall over. Do this for all three AT-ATs... unfortunately, the Shield Generator still gets destroyed and you'll have to retreat. Speed through the canyon ahead and fly into the Rebel symbol to switch from the Speeder to the X-Wing; when you do this, several squadrons of TIE Fighters and Bombers will attack. Try to take out the Bombers as quickly as possible before they'll blow up the transports – they fly in a set pattern, bombing anything below them. Watch for them sweeping round at the end of a run and follow each squadron until all of them are gone... clean up any remaining TIE Fighters and the mission will end.

The Gold Medal takes a bit of practice here, again because of the tight requirements. You'll need to move fast (something a Speeder isn't known for) and still manage to take out enough enemies to reach the kill count – send your wingmen off to do other things so that you can get the kills yourself. Be sure to destroy as many of the Probe Droids as you can before you enter the first and third



section; they like to kill your troopers and that can lose you vital Friendlies. Also, taking out the fallen AT-AT walkers can bring up your accuracy and kills, but only if you shoot them in the head. Finally, try not to shoot at the TIE Bombers until you're right behind them and sure of a hit, remembering that they veer off at the end of a run.

TECH UPGRADE: ADVANCED LASERS

STRONGER LASERS MEAN QUICKER KILLS

Proceed through the level until the AT-ATs take out the Shield Generator. Rather than flying ahead when you regain control of your craft, turn around and inspect the area where the generator was to find the Advanced Lasers waiting for you.



MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	9:55	7:09	5:00
Enemies	18	30	43
Accuracy	17%	28%	53%
Friendlies Lost	32	27	22
Lives Lost	2	1	0
Targeting Computer	15%	55%	100%





⬆ All of the main structures need two bomb strikes...

PRISONS OF THE MAW

(L5)

Your Rebel friends have been taken from Hoth to the Empire's secret prison – locate the installation and help them get to safety!

THERE ARE TWO parts to the prison break; to begin with, you'll actually have to locate the Empire base and knock out the shield protecting it before heading to the surface. Go straight forwards from your starting point as fast as you can, sending your wingmen off to fight the TIE Fighters that arrive soon

enough. You shouldn't try to take them on yourself – your target lies way ahead, beyond the convoy of ships in the distance. Fly towards the planet and then look down to spot a shimmering blue force shield. If you head towards it, you'll see it's made up of several Shield Projectors. Use

your Ion Cannon to blast the individual projectors – you can't shoot them until you're quite close, but don't fly past them or you'll be destroyed. Once you've hit three of them, you can reach the surface of the planet. Here, follow the radar to each location and use your bombs to knock out the various guard towers before moving on to the next one. When you have to destroy the cluster of communications dishes, you'll need to hit each one twice to blow them up. Once the prisoners head for the hangar take out some more guard towers to give them safe passage, then fly along with them to prevent the TIE Fighters from taking them down until they escape.

For the Gold Medal here, you'll need to focus on scoring hits with your Bombs on the planet surface – having Advanced Photon Bombs can help, but it's not essential. Be sure to destroy any AT-PT groups you see stalking around as well as taking out every guard tower you can find. The important thing though is not to lower your accuracy by taking on the TIE Fighters that attack the escape shuttle... it's incredibly tough, so you shouldn't worry too much about it being shot down at the last minute.

TECH UPGRADE: ADVANCED CLUSTER MISSILES

⬆ ONLY THE A-WING CAN CARRY THESE BABIES...

As you make your attack run on the weapons depot, you'll see ahead in the distance a comms dish pointing straight up and a small domed building behind it. Bomb the dome twice to destroy it and you'll automatically receive the Advanced Cluster Missiles.



MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	12:03	10:45	9:19
Enemies	35	46	63
Accuracy	14%	38%	75%
Friendlys Lost	4	3	2
Lives Lost	2	2	1
Targeting Computer	10%	38%	75%





TECH UPGRADE: ADVANCED PROTON BOMBS

STRONGER BOMBS FOR THE Y-WINGS

On the far side of the Star Destroyer as you begin the mission, you'll find an Imperial Shuttle preparing to make its escape. Speed over to it before it does and blow it to pieces before collecting the Advanced Proton Bombs it leaves behind.



RAZOR RENDEZVOUS

(L6)

The Empire has captured the Razor, a small ship containing vital Rebel data... if you don't get it back, it'll spell the end for the Rebellion!

ALTHOUGH THIS IS a very short level, there's a whole load of firepower coming from that Star Destroyer so you'll need to be careful that you don't die incredibly quickly; make sure you've got the Advanced Shield Tech Upgrade before trying this one. The target to go for is the Shield Generator on the Star Destroyer but unlike the ones in the film, these ships have three generators – two on the top of the bridge and one underneath. You need to take out the two on top first before you can go for the large dome on the underside of the ship; when all three are gone, you have to shoot the small command deck in the middle of the bridge to knock out the whole ship. If you're having trouble spotting the command deck, use the Targeting Computer to highlight where it is.

The targets for the Gold Medal aren't that tough – the only ones that might cause you a slight problem are the time limit (because you need to complete the mission in just over a minute) and the accuracy (because

picking off TIE Fighters isn't that easy). Our advice is to use the B-Wing; it might not seem as good as the X-Wing, but it carries more Photon Torpedoes and therefore can take out the Shield Generators quicker than its counterpart. If you've got the Advanced Lasers and Advanced Photon Torpedo Tech Upgrades, that'll help. Now all you have to do is take out the three Shield Generators as quickly as possible to leave the Star Destroyer vulnerable, blasting a few of the guns along the way. Be sure to take out the small guns on the top deck, you can then crash your B-Wing headlong into the command deck of the ship – you won't lose a life and the Star Destroyer will go down in flames! Make sure you send your wingmen off to combat the TIEs or you'll lose one...

MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	4:30	2:58	1:19
Enemies	10	10	10
Accuracy	8%	20%	60%
Enemies Lost	4	2	0
Lives Lost	2	2	1
Targeting Computer	10%	50%	85%





VENGEANCE ON KOTHLIS

(L7)

The crashed Star Destroyer containing the Razor is yours for the looting... but the Empire won't give it up without a fight!

AS SOON AS you begin, you'll be facing a swarm of TIE Fighters; send your wingmen off to attack them before starting after as many of them as you can yourself. You'll have to get rid of them as quickly as possible to stop the Rebel transport being destroyed – this applies both here

and once you turn the corner near the Star Destroyer. Be sure to take care of the huge cannons on the side of the downed ship as well or the transport will be toast before you know it. When it lands, fly into the Rebel symbol that appears to jump into a Speeder; you'll need the Tow Cable it



TECH UPGRADE: HOMING PROTON TORPEDOES

➔ LOCK ONTO TARGETS WITH THESE...

As the Rebel transport is coming in to land on the beach, head over to the bridge of the Star Destroyer – look closely and you'll see that there's a hole in the right-hand side that you can fly through to collect the Homing Proton Torpedoes Tech Upgrade before the battle continues. Fly slowly to avoid slamming into the sides...



offers to get rid of the AT-ATs that come stomping out of the Star Destroyer. When all three are gone, switch ships again to get a Y-Wing and use the bombs it offers to destroy the AT-PTs heading through the water to the shore, the Stormtrooper gunners on the beach and the cracked hull of the Destroyer itself. Clear them all and you'll complete the mission!

The Gold Medal here requires a ship with some serious firepower – if you can get your hands on the Slave 1 with Homing Cluster Missiles, you'll be laughing. Use the Cluster Missiles to take out the squadrons of TIE Fighters that attack the Rebel transport, making sure you keep your distance to save your shields. Once you reach the Star Destroyer, take out the next batch of TIEs and use your remaining missiles to destroy the larger guns on the downed ship. As

soon as the transport lands, switch to the Speeder and take out the AT-ATs as quickly as possible to remove the threat they pose. Now you can change again into the Y-Wing – head straight for the Star Destroyer and bomb the hull to breach it, getting an objective out of the way before you even have to do it. Now you spend your time blasting gunners and AT-PTs away with your bombs, as well as taking out the remaining guns on the Destroyer to notch up your kills.

MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	13:00	11:30	9:55
Enemies	45	75	100
Accuracy	7%	14%	27%
Friendlys Lost	4	3	2
Lives Lost	2	1	0
Targeting Computer	12%	42%	85%





IMPERIAL ACADEMY HEIST

(LB)

The assault on the Imperial Academy changes depending on when you play it. You need to master both to succeed!

IN THE NOON-DAY SUN

STAY LOW TO the ground as you speed down the valley, using your Ion Cannon to blast each sensor tower as you approach it; don't get too close or you'll be picked up on radar. Slow down slightly to take on the final four sensors, then head right at the last tower to reach a clearing with three launching platforms in it. Try to take out the TIEs as you approach before they get the chance to take off, otherwise you'll have them chasing you all the way down to the academy. Now follow your radar to find the path through the mountains until you reach the academy installation itself – head for the back of the base to find the shuttle you need to steal. There are four sentry turrets surrounding the shuttle; use your Bombs to destroy all of these before you attempt to steal it or you'll be shot down. Now use your radar again to head for the rendezvous point – head down the

valley on the right after take-off and dodge the incoming laser fire until you reach the clearing at the end.

For the Gold Medal, you'll have to concentrate on speed and accuracy, as well as knocking out a whole bunch of TIE Fighters upon your entry to the academy. There's a whole lot of them parked on the ground around the base, so make a quick circuit around while shooting them and bombing any sentry turrets you come across. Don't bother trying to shoot any down once you're in the shuttle – your shields won't be able to take the battering!



Take out the TIE Fighters before they can lift off from the platform

TECH UPGRADE: ADVANCED CONCUSSION MISSILES

THE A-WING AND MILLENNIUM FALCON USE THESE

Once you make it to the main Imperial Academy, ignore the shuttle and instead make a beeline for the right-hand arm of the base. Now you have to fly low to access the small hanger at the furthest tip of the base. Dodge the enemy fire that will be all around as you approach – inside, you'll find the Tech Upgrade sitting against the wall on the left. Fly slowly to avoid crashing.



Killing these early TIEs is the only way you'll be able to get the Gold.

DAYLIGHT (AND NIGHT-TIME) ROBBERY

IT'S A STEAL!

In each time setting of the mission, you'll have the chance to steal a TIE Fighter which will a) allow you to sneak into the Imperial Academy without being noticed and b) unlock the TIE Fighter on other missions.

DAY

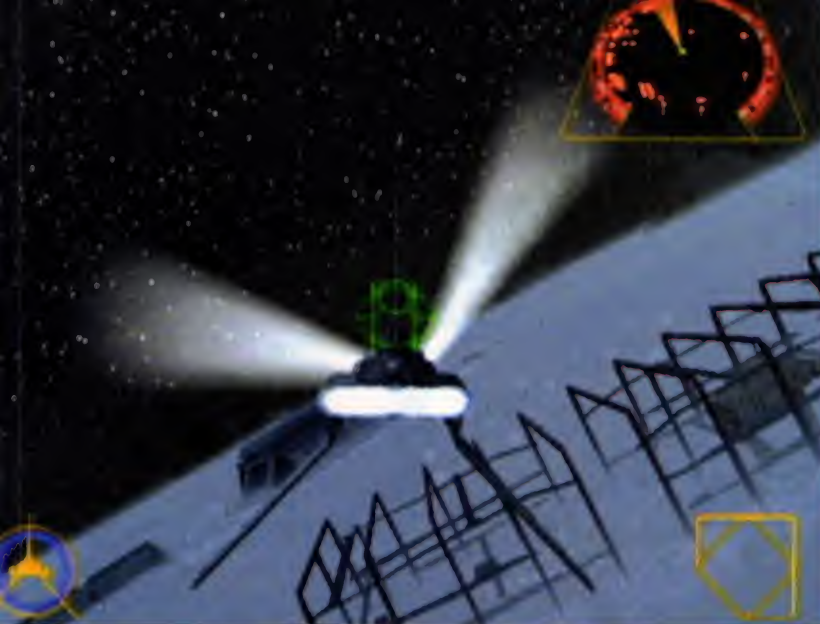
Once you've knocked out all the sensors, turn around and fly over the mountains into a large clearing with a single communications dish. Just next to it is a lone TIE Fighter – let it take off and then blast it a couple of times with your Ion Cannon to force it down again. Now you can fly into the Rebel symbol that appears and switch ships.



NIGHT

Dodge the sensors and head down the left valley after the last one to reach an outpost. Quickly fly over and blast the lone Stormtrooper marching around before he can trigger the alarm or climb aboard the TIE Fighter – a Rebel symbol will now appear above it and you can switch the Speeder for the TIE.





UNDER COVER OF DARKNESS

IF YOU PLAY the Imperial Academy Heist mission after 10pm (or set the clock on your GameCube so that the console thinks it's late in the day), you'll find that you'll no longer be able to pilot the Y-Wing – instead, you'll be behind the controls of a Speeder and the whole valley will be blanketed with fog. While this gives you an advantage of stealth, it also means you'll have to take care when flying through the mountains as the Speeder cannot fly

high off the ground, leaving you vulnerable to attacks from TIE Fighters. Start by weaving down the sensor-filled valley, using the fog to hide your from the Empire; you'll have to give each sensor a wide berth to avoid detection, so stick to the valley walls when you can. Be careful not to fly too high or crash into any outcrops that spring out of the fog at the last minute. At the last sensor, stick to the left-hand side of the valley to allow you a clear run into the academy itself – take out the sentry at the outpost so that he doesn't alert anyone to your presence, then rush down the valley as quickly as you can. Once there, you'll find yourself on the left-hand side of the base (the opposite side to where you entered during the daytime). Because of the thick fog on the ground below, you'll have trouble taking out the grounded TIES – instead, simply head for the



⬆ To get the Gold Medal at night, you'll have to shoot enemies through the thick fog. Argh!



⬆ Remember to wipe out the gunners before trying to hijack the shuttle... or you'll regret it!

back of the academy where the shuttle waits. Remember to take out the four sentry guns surrounding your target before you try to steal it or you'll be blasted out of the sky upon take-off! Now head for the rendezvous point as before, this time flying straight through the empty clearing at the end of the mountain path and into the valley opposite to meet the oncoming Rebel fighters.

MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:20	6:05	4:12
Enemies	15	29	51
Accuracy	7%	25%	49%
Friendlys Lost	0	0	0
Lives Lost	2	1	0
Targeting Computer	15%	45%	100%



TECH UPGRADE: ADVANCED SPREAD PROTON BOMBS

⬆ SPREAD BOMBS HIT TARGETS TWICE

Exactly the same as when you got the Advanced Concussion Missiles Tech Upgrade, only this time you'll have to head over to the left-hand arm of the base and fly low to access the small hanger at the furthest tip. Dodge the enemy fire that will be all around as you approach – inside, you'll find the Tech Upgrade sitting against the wall on the left. Fly slowly to avoid crashing.





⌚ Don't bother going for the gunners – take aim at the engines instead!



RAID ON BESPIN

(L9)

Imperial troops have raided Lando Calrissian's base to steal the Tabanna gas... or destroy it before you can stop them!

BEGIN BY SENDING your wingmen off to take out the TIEs, then concentrate on destroying the gunners – rather than hitting each one separately though, simply aim your lasers at the engines of the balloon above and take out the whole platform in one go! Repeat this process for the remaining six platforms (two at the next gas platform and four at the last), before heading for the city area. There are three power generators

here to blow up, but they're hidden in the narrow trenches between the buildings; to get them, you can either attack from above or switch to the Cloud Car by flying into the Rebel symbols on the landing platforms. Finally, you'll need to protect the two remaining gas platforms – destroy the balloons and take out the TIE Bombers to end the mission.

Accuracy and Enemies are the two key factors when going for the Gold

Medal on Bespin, although it's not as tough as you might think. First of all, use the X-Wing – it's fast enough to complete the mission, but has much tougher shields. Now take out the early balloons as quickly as possible while your wingmen deal with the TIEs; you can't afford to go for them yourself if you want to hit the Accuracy target. Each balloon you destroy is worth a whopping seven kills (six gunners, plus the balloon itself) so you'll also want to take out as many of them above the city when you finally get there. Use your Targeting Computer briefly to spot the power generators, then blast balloons

as you head for each one – when all three generators and most of the balloons are gone, head for the gas platforms. Use your Homing Proton Torpedoes to take out the TIE Bombers and complete the mission with the gold...

MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	11:00	8:55	6:40
Enemies	45	75	110
Accuracy	12%	30%	65%
Friendlys Lost	41	32	29
Lives Lost	2	1	0
Targeting Computer	10%	32%	72%

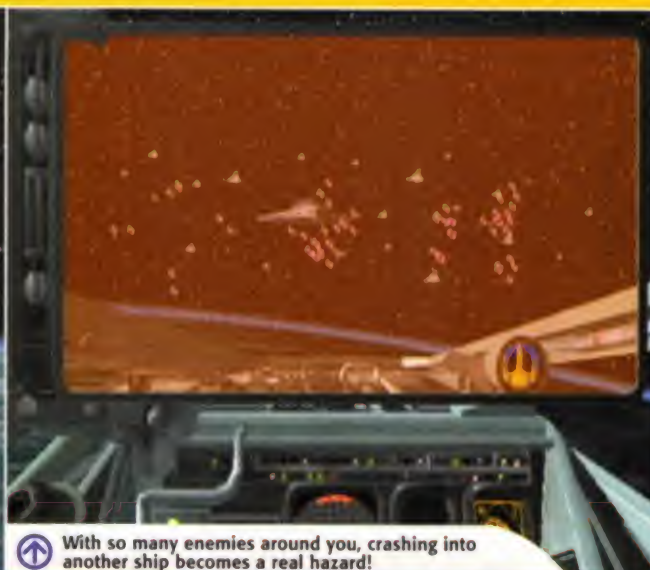
TECH UPGRADE: ADVANCED HOMING MISSILES

⌚ CONCUSSION MISSILES CAN NOW LOCK ON

Once you have managed to destroy the first solitary turbolaser balloon, look up to where the next set of balloons are to see an Imperial vessel docking near the gas canisters (it's long and thin... you can't miss it). Quickly fly over and aim for the engines to blow it up, destroying a bunch of canisters in the process – doing so will reveal the Tech Upgrade beneath for you to collect. Be careful not to fly into the other canisters!



⌚ These power generators can be tricky to spot, so use your Targeting Computer sparingly to find them.



With so many enemies around you, crashing into another ship becomes a real hazard!

BATTLE OF ENDOR

(L10)

The Rebels are moving in to finish off the incomplete Death Star, but something doesn't seem right. Oh no... it's a trap!

THERE'S ONLY ONE way to survive here... fight! There are tons of TIE Fighters and TIE Interceptors to duel against here, but it's the Interceptors you have to watch out for – they'll concentrate on hitting the Rebel Medical Frigate, so get rid of them to make sure it's safe. Keep fending off

TIEs until one of your wingmen notices the incoming TIE Bombers; immediately head for the Imperial Fleet and try to head them off at the pass. You have to get rid of them all, so use your Targeting Computer to distinguish the Bombers (in green) from the regular TIEs (in purple).

Once they're all gone, you'll have to take on two Star Destroyers at once; go for the right-hand one first as it's more of a threat. Take out the shield generators as before and then go for the bridge to destroy each one until both are down.

Ooh, it's another tough Gold Medal. Break right as soon as the mission begins to get the jump on the incoming TIEs, flying straight for the squad of Interceptors on the right to take them out early. You can't afford to lose a life in this early section of the battle, so take care not to crash into any ships as you turn. Get behind each group of ships to save your accuracy, breaking off as soon as the TIE Bombers approach to get those early as well. Try to get them in squads, using a few Homing Proton Torpedoes to take out the stragglers. Don't use your Targeting Computer unless you have to... the requirement is rather strict. When the Star Destroyers arrive, go for both of them at the same time (take out the underside shield generators first, then loop around for a rear attack on the rest) to save time. Send your wingmen after the guns to reduce the risk of attack, getting rid of a few yourself to rack up some extra kills.



TECH UPGRADE: HOMING CLUSTER MISSILES

THE TIE ADVANCED AND SLAVE 1 USE THESE...

The best Tech Upgrade is the toughest to get – you need to knock out the left-hand Star Destroyer and watch it plummet towards Endor before flying along its underside to grab the upgrade. Then you've still got to complete the level...



MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	13:00	11:20	10:00
Enemies	31	46	60
Accuracy	8%	20%	31%
Friendlys Lost	10	9	6
Lives Lost	2	2	1
Targeting Computer	10%	40%	80%





Try to stay high when following the Falcon, or you'll be hit by laser fire.

STRIKE AT THE CORE

(L 11)

Thanks to Han Solo on the surface of Endor, the shields of the Death Star are down. Begin the attack on the main reactor!

THIS IS YOUR only chance to take down the entire Empire... don't let the Alliance down here! The mission is split into two sections – one on the surface and one actually inside the Death Star – but in both of them, your job is to protect the Millennium Falcon from attack. Squads of three TIE Fighters come in from behind you at all times, so stay out of the way until they zoom past and then get

behind them for an easy kill. You'll have to stay quite high on the surface of the Death Star to avoid all the turbolaser fire, before diving down to save the Falcon. Inside the Death Star, try to keep up with the Falcon so that you can pick off the TIEs as they appear; keep doing this all the way down the passage until you reach the reactor. Now blast the small tower on the right of it before

MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:00	6:15	5:05
Enemies	29	36	41
Accuracy	10%	21%	32%
Friendlys Lost	0	0	0
Lives Lost	2	2	1
Targeting Computer	20%	45%	95%

racing as fast as you can back outside – just storm ahead of the Falcon and try not to crash!

Although the tactics for getting the Gold Medal aren't that tough, it's all about keeping everything tight – making sure that you only fire shots when you're sure of hitting something, moving as fast as you can with your S-Foils closed when you don't need your guns and generally being great all over. The important thing to note is that if you want to hit the target for Enemies Destroyed, you'll have to take out several of the gun turrets on the surface of the Death Star – there aren't enough TIEs to meet the quota. Aim for the tower part of the turret rather than the guns themselves to score a quick kill, being sure to watch for the Falcon being attacked. Remember also that you can only afford to lose one life... try to reach the tunnel without dying so you've got a fighting chance!

TECH UPGRADE: ADVANCED TARGETING COMPUTER

➔ TARGET ENEMIES FOR YOUR WINGMEN

As you race through the inside of the Death Star, keep your eyes open near the main reactor for this Tech Upgrade – it's hidden under a section of pipes on the right, just before you reach the entrance leading into the reactor chamber. Be sure to have blasted the TIEs behind you, as you'll have to slow down in order to nip under and grab it without crashing.



DEATH STAR ESCAPE

(L12)

A squadron of TIEs is coming. Lasers at the ready!

IF YOU'VE SEEN the original *Star Wars* movie, you'll recognise this one straight away – there's a whole swarm of TIE Fighters attacking the Millennium Falcon and as Luke Skywalker, it's your job to destroy them all! The controls change here; the Analogue and C-Stick move the gun, while the L and R buttons fire your laser. There are five squads of TIEs in total, with each one getting

progressively harder and therefore more difficult to pick off. Try to take them out as they pass in front of the main window rather than following individual ships around the screen; this is especially important if you're going for a Gold Medal. Don't spend too long destroying each squad – if you don't get them all in time, the Falcon will be destroyed. Most importantly, don't forget that there are two lone fighters that jet in after you wipe out the last squad!

BONUS MISSION!
20
POINTS REQUIRED



⬆ Don't fire unless you've got a good chance of scoring a hit – accuracy is very tight on this one!



MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	2:45	2:07	1:20
Enemies	34	34	35
Accuracy	4%	9%	16%
Friendlies Lost	0	0	0
Lives Lost	0	0	0
Targeting Computer	100%	100%	100%



THE ASTEROID FIELD

(L13)

A bunch of rocks won't stop the Empire in their pursuit of the Falcon!

STRAIGHT OUT OF The Empire Strikes Back, this mission sees you take control of the Millennium Falcon as it escapes from the Empire fleet. You'll have to fly through the asteroid field ahead, so watch out for any large rocks that might get in your way. There's also the problem of the TIE Fighters that follow you – pull down on the C-Stick to zoom the camera out, only pressing the A Button to fire your rear-mounted laser when there's a TIE directly behind you (it locks on automatically, so don't worry too much). Keep on a straight path by following your Radar, repeating the process after the first cut-scene. Eventually, you'll reach the Imperial Star Destroyer on the other side of the field – fly past it to reach the back of the bridge, then speed straight into the Rebel symbol to latch onto it and complete the mission.

BONUS MISSION!
30
POINTS REQUIRED



⬆ As well as watching for TIE Fighters behind you, take care to avoid the oncoming asteroids...

MEDAL REQUIREMENTS

GOING FOR... GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	6:00	5:25	4:35
Enemies	25	37	50
Accuracy	2%	5%	10%
Friendlies Lost	0	0	0
Lives Lost	2	2	1
Targeting Computer	100%	100%	100%





TRIUMPH OF THE EMPIRE

(L14)

How do you stop the Rebels attacking? Wipe them out... all of them!

FINALLY, YOU GET to be the bad guy! This mission puts you back above the original Death Star, ready to take on the attacking Rebel forces – sadly, the Rebels are somewhat tougher than you might think and unless you’ve managed to collect the Advanced Homing Cluster Missiles Tech Upgrade, you might have a problem here. Start off by ordering your wingmen to attack and then hunting down the squads of Rebel fighters; you’ll only have your Radar to rely on,

so don’t get cocky. Settle in behind the squads of Y-Wings and X-Wings, letting your Cluster Missiles off to take them out – when you’ve got rid of all the fighters, you’ll head for the trench. There are three squads of Rebels here; don’t let them get too far down the trench or you’ll fail the mission. Use your remaining missiles to destroy them and crush the Rebel attack in one swift blow!

BONUS MISSION!
30
POINTS REQUIRED



MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	8:00	6:00	4:00
Enemies	18	23	32
Accuracy	12%	20%	35%
Friendlys Lost	5	4	3
Lives Lost	2	1	0
Targeting Computer	100%	100%	100%



Remember that you’ll have to dodge the supports of the trench as you give chase...



REVENGE ON YAVIN

(L15)

Revenge is a dish best served cold... especially if you’re Darth Vader!

IT’S TIME TO dish out some punishment, Imperial style! Down on Yavin, there’s a whole bunch of Rebel transports that need to be destroyed – send your wingmen off immediately to deal with the smaller ships, then fly straight ahead from your starting point and take out the two transports in the small clearing on the ground. Turn left and go as fast as you can forward; be sure to get rid of the parked fighters in the clearing as you go, then blast the three transports in the large clearing when you get there. Make a U-turn, going slightly left to find another two clearings full of parked fighters before you reach the final transport clearing. Now you can head for the temple – the doors will have open after a short while, so you can fly inside and take out the remaining transports. Go for the ones nearest the doors first or they’ll get away... don’t let a single Rebel survive!

BONUS MISSION!
40
POINTS REQUIRED



MEDAL REQUIREMENTS

GOING FOR GOLD!

ACHIEVEMENT	BRONZE	SILVER	GOLD
Time	7:45	6:30	4:33
Enemies	15	22	36
Accuracy	24%	45%	65%
Friendlys Lost	23	19	15
Lives Lost	2	1	0
Targeting Computer	100%	100%	100%



DARTHUR DALEY'S USED SHIP LOT

Not surprisingly, there are more than just a few hidden craft tucked away inside *Rogue Leader* but they're reserved for only the very best starpilots. Here's how to get your hands on them...



N-1 NABOO STARFIGHTER

The vast, agile starfighter that is used by the Naboo space fighter core is armed with twin laser cannons and a full complement of Proton Torpedoes. However, the vehicle is reserved for routine patrols and escorting the Queen's starship to other worlds. Designed by Naboo engineers, the N-1 incorporates many new components, which include a Monarch C-4 hyperdrive.

Requirements: Complete the Tatooine Training stage in all four time settings, then complete all ten main missions to unlock the Naboo craft.



TIE FIGHTER

The first in a series of advanced twin ion engine starfighters, the original TIE Fighter was developed by Sienar Fleet Systems. The agile single-pilot craft has a titanium alloy hull and steel-armoured solar panels, but lacks a deflector shield and primary life support systems. The TIE Fighter is intended to be used as a short-range attack craft, launching from nearby Imperial installations.

Requirements: To access the TIE Fighter, you must play the Imperial Academy Heist mission in both time settings and steal a TIE Fighter in each before completing the mission.



MILLENNIUM FALCON

An illegally modified Corellian-engineered YT1300 transport, the Millennium Falcon is one of the most formidable starships in the galaxy. Owned and piloted by Han Solo and his Wookiee partner Chewbacca, the Falcon supports a top-of-the-line Imperial deflector shield system, two quad laser cannons and two concussion missile launchers along with a retractable light laser cannon.

Requirements: Complete all the levels with enough success to earn a Bronze Medal on the ten main missions – doing so unlocks Han Solo's modified starship.



SLAVE 1

The personal starship of the bounty hunter Boba Fett, the Slave 1 is a drastically altered Firespray-class patrol craft. The starfighter has been rebuilt with holding cells, a dedicated tracking system, improved deflector shields, a massive hyperdrive engine and numerous hidden weapons. The craft is unusual because it flies upright with the pilot standing at the controls.

Requirements: Earn a Silver Medal on the ten main missions, plus the two Millennium Falcon bonus missions – Death Star Escape and The Asteroid Field – to unlock it.



IMPERIAL SHUTTLE

The Lambda-class shuttle was designed to swiftly transport Imperial personnel and cargo between starships and various installations across the galaxy. Sienar Fleet Systems built the shuttles to carry up to 20 passengers in relative safety, protected by standard reinforced hull plating and multiple shield generators. The Lambda-class is also equipped with several basic laser cannons.

Requirements: Earn a Gold Medal on both Empire bonus missions – Triumph Of The Empire and Revenge On Yavin – to unlock the shuttle for those missions only.



TIE ADVANCED

The prototype starfighter used by Darth Vader at the battle of Yavin and the basis for the frighteningly efficient TIE Interceptor, the TIE Advanced x1 is easily recognisable due to its distinctive bent wings. Unlike all other TIE Fighters the prototype is equipped with a deflector shield generator and a modest hyperdrive system, as well as twin fixed heavy blaster cannons.

Requirements: You can play as the TIE Advanced in the two Empire bonus missions, but earning a Gold Medal in all 15 missions lets you fly it in others as well.

**FOR WHEN YOU REALLY
HAVE TO PUT YOUR GAME
BOY ADVANCE DOWN...**



**TOTAL ADVANCE
THE HANDHELD
PICK-ME-UP!**



Note: Cover and content in TOTAL ADVANCE are subject to change

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CUBE CONTROL

ALL THE RIGHT MOVES



ANALOGUE

Pretty obvious, really – push the Analogue Stick in any direction and Luigi will move around.



C-STICK

Whenever you use Luigi's torch or the vacuum cleaner, use the C-Stick to point them the right way.



A BUTTON

By walking up to cupboards, tables and other objects and pressing the A Button, you can examine them.



B BUTTON

When using your torch in darkened rooms, pressing the B Button switches off the light.



R BUTTON

Pressing the R Button activates your vacuum cleaner – use it to suck up ghosts, money or anything else!



L BUTTON

Pressing the L Button will blow or spray – the further you press down, the stronger the stream.



Y BUTTON

Hitting the Y Button at any time brings up a map of the mansion for you to look at.



X BUTTON

You can use the Game Boy Camera to examine your surroundings from a first-person viewpoint.



Z BUTTON

To find out how much cash you've got or which ghosts you've caught, press the Z Button.



GHOSTIES AND GHOULIES

'KNOW YOUR ENEMY', AS THE SAYING GOES

THE HANGER

LIFE FORCE: 0
COLOUR: PURPLE/WHITE

Hangers are only found in the hallways of the mansion and outside in the back garden (aside from a group in the Art Studio). They hang from the ceiling to scare you, so suck them up quick... just watch out for the purple ones who throw bombs at you as well!

THE BOWLER

LIFE FORCE: 0
COLOUR: YELLOW

Only found in the hallways of the mansion, Bowler ghosts will attempt to mow you down with an explosive bowling ball. They don't have any life force, so getting rid of them shouldn't be too tough.

THE CHASER

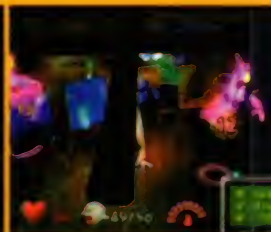
LIFE FORCE: 10
COLOUR: ORANGE

The most common of ghosts, Chasers will (not surprisingly) chase you round the room and try to outnumber you. Watch out for them trying to take a quick swing at you when they get up close and personal.

THE PUNCHER

LIFE FORCE: 20
COLOUR: PINK

Faster than Chasers, Punchers will chase you around the room and then pause to wind up a big punch that'll cover a lot of distance. Be sure to get out of the way when you see them raise their fists!





CUBE

INFORMATION

LUIGI'S MANSION

PUBLISHER: NINTENDO

DEVELOPER: NCL

GENRE: PUZZLE/ADVENTURE

PLAYERS: 1

CUBE SCORE: 7.8

ISSUE: 1

**CUBE
PLAYERS'
GUIDE**

LUIGI'S MANSION

Of all the launch games for the GameCube, Luigi's Mansion is the one you're going to need the most help with... so we've taken you through it here, step-by-step. Coincidence? We think not!

DO BELIEVE US, YOU'VE GOT NOTHING BUT ENEMIES INSIDE LUIGI'S MANSION!

THE GRABBER

LIFE FORCE: 10/20
COLOUR: WHITE/RED

Don't let these ghosts sneak up on you! If they get near, they'll grab hold of you until you can shake them loose – until you do, you'll be vulnerable to attack. The red Grabbers are nasty, as they'll take energy off you while you try and shake them off.

THE SHY-GUY

LIFE FORCE: 20
COLOUR: RED/GREEN

Shy-Guys are incredibly annoying, simply because you can't just shine your torch to stun them – you'll need to use the vacuum to suck off their masks and then stun them with the torch while they're dazed.

THE THUMPER

LIFE FORCE: 30
COLOUR: BLUE/WHITE

Watch out for these ghosts raising their arms up as they chase you – soon after, they'll slap the floor and create a harmful shockwave around themselves. Keep clear and then move in for the kill!

THE MUNCHER

LIFE FORCE: 40
COLOUR: GREEN

These ghosts don't actually attack you, but you'll need to watch out for the banana peels they drop while they're visible – if you slip on one while trying to suck up a ghost, you'll fall over and get hurt! Be sure to suck up the stray peels before tackling these brutes...



IMPORTANT NOTICE! Later in the game, the four main types of ghost (Chaser, Puncher, Grabber and Thumper) will start appearing with barriers around their hearts made out of either fire, water or ice. To catch them, you'll need to break these barriers by hitting the ghosts with the right spray from your vacuum – water for fire, ice for water and fire for ice. Now you can stun them with your torch and suck them up as usual!

BEFORE THE GAME BEGINS...

AT THE VERY START of the game, wander round for a bit, exploring all the locked doors until you see an orange glow – after disappearing upstairs, it'll leave a key behind. Grab it and head upstairs, going through the double doors to meet the Professor; once the coast is clear, he'll take you to his lab and give you a course in vacuum ghost catching! Complete the training, then explore the professor's gallery to get the hang of all the other skills – look at the empty frames on the walls and examine the angel statues before talking to the professor once more. Head back to the lab, then choose the first option when talking to him and you'll return to the mansion!



ENTRANCE FOYER

(1F)

Now that you've got the vacuum cleaner, you're set to take on the ghosts. Before you do though, talk to the cowering Toad on the left – agree to help him and he'll let you save the game whenever you ask him to. That'll make the foyer lights come on, so now you can head up the main stairs to the double doors that you unlocked previously. **NOW GO TO...**

LIVING ROOM

(1F)

Through the double doors, you'll find the room empty – make sure you examine every piece of furniture for hidden cash, including the chandeliers (you'll need to do this in every room from now on before tackling the ghosts). When you're ready, blow out the candles on either side of the painting opposite the double door – suck up the three ghosts that appear and open the chest to find the key to the door at the back of the room. **NOW GO TO...**



MONEY MONEY MONEY

YOU'LL NEED THE CASH TO REBUILD THE MANSION...

THE MORE CASH AND VALUABLES YOU COLLECT, THE HIGHER YOUR GRADE WILL BE AT THE END OF THE GAME... GRAB AS MUCH AS YOU CAN!

■ CHECK EVERYWHERE!

Make sure that you examine EVERY cupboard, table, chair and other object – either with your vacuum or the A Button – to see if there's any money hidden in it. If you've checked something once, but need to return to the room later in the game... well, check it again! You never know; there might be something in there this time around...

■ WATER THE PLANTS!

Unlike regular objects, plants don't give up their goodies so easily... you'll need to water them to see what's inside. Once you've got the water spray ability, go back through the rooms you've already explored and water the plants you missed – the ones in the back garden and on the upper balcony are especially worth your attention!

■ GRAB THE PORTRAIT SPOOKS!

When you've managed to reveal a Portrait Spook's heart, you need to start sucking them up with your vacuum like there's no tomorrow! As you suck them, they'll drop pearls of various sizes for you to collect – the longer you can keep a grip on them, the bigger the pearls will be. Suck up a Portrait Spook in one go without losing your grip and you'll get a massive pearl worth 1,000,000G!

■ CATCH THE GHOSTS!

Occasionally when you examine certain cupboards and objects in the rooms of the mansion, blue Chaser ghosts will appear – if you manage to catch one, it'll shower you with money! Unfortunately, they're very fast and unless you're quick, you won't have time to stun it enough to suck it into your vacuum. Check out each section of the guide, where we'll be showing you exactly where these ghosts are hiding! (Note: Blue Chasers will only appear if the lights in the room are off.)

■ TRAP THE MICE!

Hiding in the mansion are a number of special gold mice – when caught, they release a pile of cash for you to collect. While the mice appear at random in the long hallways (running from the front of the screen to the back) of the mansion, there are also pieces of cheese hidden in some of the rooms that make mice appear when you photograph them with the Game Boy Camera. Like the special cash-wielding ghosts, we'll be pointing these out throughout the guide... (Note: Golden Mice will only appear if the lights in the room are off.)

■ GROW THE SEED!

When you make it out into the Yard (where Spooky the dog lives), you'll notice a small flowerbed on the right with a seed in it. By using the spray from your vacuum to water the seed, you can make it grow into a plant. By watering it IMMEDIATELY after beating each boss ghost that you meet from that point on (Shadow and Big Boo), you can make the plant grow more until eventually it blooms and showers you with loads of cash and a giant diamond!

■ ROUND UP THE BOOS!

Catching the small Boos is a vital part of the game – you need at least 20 before you can take on the Big Boo and 40 or more to have the chance to fight King Boo at the end of the game. If you can catch all 50 Boos though, you'll be rewarded for your efforts... with a giant diamond! Every room has a Boo hidden in it – remember to check everywhere!





RECEPTION HALL

(2F)

As soon as you enter this room, thorns will cover the door and block your way... you're trapped! Battle against the six ghosts that try to scare you (halfway through, you'll be fighting two at once so be careful!) to remove the thorns, clearing the door on the left.

NOW GO TO...

DRESSING ROOM

(2F)

There are seven ghosts to find here; the very last one is hidden in the wardrobe on the far left of the room. When the lights come on, you'll see the key sitting on a shelf above the clothes rack – use the vacuum to suck it down. This key opens the door at the far end of the landing outside the Living Room... before you go there, head through the door on the left to find Toad waiting for you and save the game. On the landing, follow the trail of coins through the door, but don't go through the door at the end of them... it's a trap!

BONUS! There's a special blue ghost stuffed full of cash, hiding in the right-hand wardrobe.

NOW GO TO...

STUDY

(2F)

Sitting in the big chair in front of the fire is the first of the Portrait Spooks – the father of the house is having a good read. Catching him requires patience; turn away from him and switch your torch off until he yawns, then swing around and flash him with the beam to reveal his heart! Start the vacuum and suck him up – if you lose him, just repeat the process until he's gone. Open the chest that appears to find another key...

BLUE CHASERS WILL ONLY APPEAR IF THE LIGHTS IN THE ROOM ARE OFF



BONUS! There's a piece of cheese hidden behind the desk – photograph it with your camera to reveal a golden mouse!

NOW GO TO...

MASTER BEDROOM

(2F)

Go down the hall to the Master Bedroom – inside, you'll see the mother of the house brushing her hair in front of the mirror. You'll need to distract her... using your vacuum, pull back the right-hand curtain to reveal a draughty hole in the window and then turn to face the Portrait Spook. When she notices that there's a draft coming in, her heart will appear briefly before she gets up to close the curtain; that's your chance to get her! Suck her up and then open the chest to find the Nursery key.

NOW GO TO...

NURSERY

(2F)

Just down the hall from the Master Bedroom is the Nursery – go inside to find the baby ghost crying like mad. Playing with it might cheer him up a bit... head for the rocking horse in the corner of the room and vacuum it until the baby sits on it. Now use your vacuum to pick up the rubber ball by the cot; turn around and aim at the baby, then shut off the vacuum to fire the ball at him. Not surprisingly, this'll make him really angry and you'll have to go up against him in a boss fight!

BOSS FIGHT!

⌚ BABY GHOST

LIFE FORCE: 100



THE GIANT BABY isn't difficult to beat; watch out as he summons up rocking horses to attack you (which you'll need to side-step to avoid) and then throws large rubber balls at you. After this attack, a rubber ball will be left behind – suck this up and fire it at the baby as before to reveal his heart, allowing you to suck him up with the vacuum. Repeat this process until you suck him up completely.

Once you've finished the baby off, you'll appear back in the Nursery – proceed to open the chest that has appeared to find the Heart Key. Once you collect it, you'll be taken back to the Professor's lab. Watch him turn the Portrait Spooks into paintings, then talk to him again and head back toward the mansion.





⬆ Watch out for rogue Hangers and Bowlers in the corridors... they'll try and surprise you!

ENTRANCE FOYER (1F)

Walk up to the double doors under the stairs and the thorns blocking your path will disappear – now you can open them up with the Heart Key and gain access to the rest of the first floor. **NOW GO TO...**

DOWNSTAIRS BATHROOM (1F)

Once you've sucked up the two ghosts hiding in the bathroom, the next key will appear on a high shelf on the left – use your vacuum to pull it towards you as you did in the Dressing Room. **NOW GO TO...**

BALLROOM (1F)

Wander through the Ballroom and you'll be jumped upon by six Shy-Guys in three pairs – if you're good, you'll be able to suck off their masks and catch them two by two. Once they're all gone, a pair of Portrait Spooks will appear; watch them dancing but be careful of the revolving floor panels) and when the male ghost spins round, you'll have the opportunity to catch them. Suck them both up to reveal a chest containing another key. **NOW GO TO...**



MAIN STOREROOM (1F)

There are four ghosts here to defeat, but that's not the end of it – once the lights come back on, look in the mirror to see a small button on the wall opposite (at the front of the screen). Press it to make the left-hand wall move back, revealing a trap door... should you open it? Of course you should! Use the vacuum to suck the DANGER! poster off the wall, then press the button behind it. Oh no – you've released the evil Boos! Thankfully, the Professor will take you back to the lab and add a Boo Locator to your Game Boy Horror so that you can track them down and catch them. **BONUS!** There's a special blue ghost stuffed full of cash, hiding in the chair just in front of you as you enter the room. **NOW GO TO...**



THE ROOMS YOU'VE ALREADY CLEARED (2F)

When you arrive back in the foyer, make your way back upstairs and visit the rooms you've managed to clear of ghosts – now that the lights are on, you'll find that the Boos have taken up residence. Use your Boo Locator to find where each one is hiding, then examine the furniture to expose them; suck them up as quickly as you can! Once you've caught five, you'll have access to the Downstairs Toilet – if you're intending on catching all 50 Boos though, you should clear out all the previously visited rooms before moving on. **NOW GO TO...**

DOWNSTAIRS TOILET (1F)

Back downstairs, enter the door near the bathroom to find Toad again – use this opportunity to save the game. Examine the toilet to find a key inside. **NOW GO TO...**

FORTUNE ROOM (1F)

Enter the door near the front of the house to find the Fortune Teller – to make her appear, shine your torch at the crystal ball until the chimes go off.



Unfortunately, she can't help you yet; you need to find five items linked with Mario before she can get an idea of what's happened to him. For now, you'll just have to go through the door on the right...

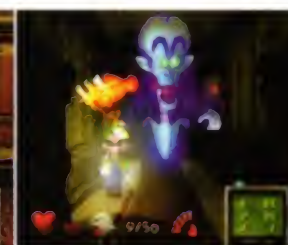
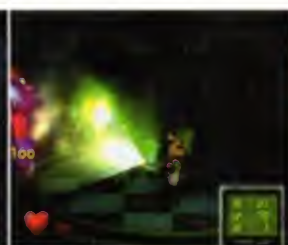
BONUS! There's a piece of cheese hidden behind the Fortune Teller's chair – photograph it with your camera to reveal a golden mouse! **NOW GO TO...**

MIRRORED HALL (1F)

There are six ghosts in here, but you won't be able to see them; the only way to spot where they're coming from is by looking in the huge mirror at the back of the room. Suck them all up to reveal a red chest containing the Fire Spray – this allows you to blow flames out of your vacuum! To try it out, suck on the hot coals on the far right to make a flame Boo appear, then suck it up to fill your spray meter. Light the candles to make the thorns blocking the door disappear so you can return to the Fortune Room; light all the candles here to reveal a key on top of the right-hand pillar, which you'll need to suck down. **NOW GO TO...**

MAIN HALLWAY (1F)

In the far section of the hallway, you'll see a candelabrum floating back and forth – light the candles with your fire spray to make the butler ghost appear. Follow him through the hallways until he disappears through a door; the key to unlock it is the one you got from the Fortune Room. **NOW GO TO...**





LAUNDRY HALL

(1F)

Through the door, suck up all the ghosts to turn the lights on and then open the washing machine at the far end of the room to find Mario's Hat – this is the first of the items you need for the Fortune Teller. If you want, you can go back and have her examine it now... though it's much easier to do it later when you've got all five items. Don't forget the chest full of cash before you leave!

NOW GO TO...

STAFF QUARTERS

(1F)

Through the door to the south of the Laundry Room, you'll find the butler – wait for him to sit down on the stool – wait for him to sit down on the stool and then flash him with your torch to reveal his heart. Suck him up as always to vanquish another Portrait Spook and earn another chest with a key inside. Don't leave yet; instead, grab a flame Boo and then look through your camera at the right-hand wall of the room (just behind the stack of toilet paper) to find a mouse hole. Photograph it and step into the smoke that appears to access the room next door.

NOW GO TO...

DOWNSTAIRS SEALED ROOM

(1F)

Ahh, a secret treasure room! There's plenty of cash and jewels to be had here, although not all the chests contain money... only ghosts! Suck up all the bats before taking on the ghosts, then spray them with fire to melt the ice blocking their hearts. Now catch them as usual – grab as much of the cash as you can and



MUSIC ROOM

(1F)

There doesn't seem to be anything in this room... yet! If you examine the various instruments, you can make them play a note – by checking all the instruments one after the other, you'll end up creating a very familiar tune. When all the instruments are playing (remember that there are three drums to examine!), the piano player will appear. Approach her and she'll play a tune from a Mario game... you've got to guess which one it is! Get it right and she'll attack – suck up all the manuscripts that fly at you and wait until she holds the sides of her head before flashing your torch. When you've sucked her up, open the chest to get another key.

NOW GO TO...

DOWNSTAIRS BANQUET HALL

(1F)

After sucking up all the banana skins and checking all the furniture in this room (there are lots of goodies!), use your flame spray to light all the candles on the table. This makes a big fat Portrait Spook appear... and he's



stuffing his face! Wait for him to stop eating, then use the vacuum to suck up his jelly – when the ghost waiters appear to refill the plate, flash them and suck them up too! Finally, the plate will be empty and the Portrait Spook will get a bit angry; dodge the fireballs he throws and get really close to him. He'll soon get tired of throwing fireballs, exposing his heart... so suck him up! Remember to collect another flame Boo from one of the torches before you leave...

BONUS! There's a piece of cheese hidden beneath the chair on the right-hand side of the table – photograph it with your camera to reveal a golden mouse!

BONUS! There's a special blue ghost stuffed full of cash, hiding in the left-hand china cabinet.

NOW GO TO...

KITCHEN

(1F)

Suck up all the pots and pans that fly towards you, then stand to the left of the fridge and suck the door open to reveal a ghost with an icy heart. Melt it and catch him as usual to reveal a blue chest with the Water Spray inside; vacuum the sink to catch a water Boo, then spray the flaming door to put it out.

BONUS! There's a special blue ghost stuffed full of cash, hiding in the oven on the left of the sink (just near the flaming door).

NOW GO TO...

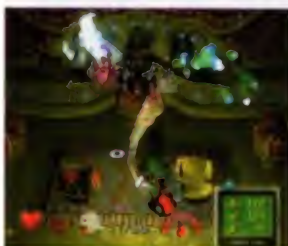


Be careful not to get hit by the flying music sheets – they'll knock you over!



GOLDEN MICE WILL ONLY APPEAR IF THE LIGHTS IN THE ROOM ARE OFF

TOP TIP





YARD (1F)

Before you do anything, make sure you water the seed – you'll have to remember to come back and do it twice more later! Now flash your torch at the dog to get his attention and make him chase you around the garden... but don't let him bite you! Eventually, a skeleton ghost will appear to see what all the noise is about – flash him and suck him up to make him leave a bone behind. Watch the dog as he goes and licks the bone; that's your chance! Suck him up as well, then photograph the glowing entrance to his kennel with your camera to find a secret path under the wall at the back of the yard. **NOW GO TO...**



GRAVEYARD (1F)

By running around and knocking on the gravestones, you can make three rather large skeleton ghosts appear – watch out for the bones they throw at you and suck them up as quickly as you can. When all three are gone, the large gravestone will start glowing... approach it and you'll be jumped upon by an evil shadow! **BOSS FIGHT!**

BOSS FIGHT!

SHADOW GHOST

LIFE FORCE: 100

THERE ARE SO many shadows – which one do you attack? Well, it's pretty obvious considering one of them is pink and the others are transparent... isn't it? To make him vulnerable to your vacuum, suck up one of the clear shadows until it turns into a ball on the end of your nozzle; now run over to the pink shadow and blast him with the ball to stun him. Quickly turn on your vacuum to suck him up – you'll probably have to repeat this process at least once more. Once he's defeated, you'll return to the Graveyard where a chest containing the Club Key awaits. Collect it to return to the Professor's Lab, then talk to him as before to return to the Entrance Foyer of the mansion.



BACK GARDEN (1F)

Through the double Heart doors and towards the back of the first floor, you'll find the Club door – go near it to remove the thorns and enter the garden. Be sure to get rid of the three Hanger ghosts here to illuminate the area, then examine the birdhouse to find Mario's Letter. The hut at the end of the garden has Toad hidden inside if you want to save the game, but be careful when you open it or the door will smack you in the face! **NOW GO TO...**



WELL

BASEMENT

Go down the ladder in the middle of the garden to enter the well – there's only one ghost down here, but it won't appear until you've checked out the passage on the right. Oh no! Mario's been trapped by King Boo! You'd better get back to saving him... turn around and capture the ghost in the well to make the key for the door at the far end of the garden appear. Head over to it, grabbing a water Boo from the fountain on your way. **NOW GO TO...**

GYMNASIUM (1F)

Another Portrait Spook is here – this one likes to show off his muscles. To distract him, you'll have to smack one of the punchbags towards him; do this three times (avoiding his swinging arms) to knock him down and reveal his heart. Suck him up as quick as you can to make a chest full of money appear. Before you leave, get onto the running machine on the left of the gym and make Luigi sweat by jogging along – after a short time, another key will appear that unlocks the door just outside the gym.

BONUS! There's a special blue ghost stuffed full of cash, hiding in one of the exercise bikes on the right-hand side of the room. **NOW GO TO...**





UPSTAIRS BANQUET HALL (2F)

Go up the stairs outside the gym and douse the flaming door with water to access the next room. Watch out as soon as you enter – there are two ghosts here waiting for you! When all the ghosts are gone and a chest appears on the table, run to the bottom-right corner of the room to find a coloured pad; step on it and you'll be walking on the ceiling! Walk over to above the chest to find a similar pad that'll put you the right way up again, allowing you to open it and receive the Ice Spray. Grab an Ice Boo from the champagne bucket on the table before you leave...

BONUS! There's a piece of cheese hidden at the very back of the room on the left, behind the table – photograph it with your camera to reveal a golden mouse! **NOW GO TO...**

UPSTAIRS BATHROOM (2F)

Mmm, pretty lady – of course, drawing back the shower curtain with your vacuum paints an entirely different picture! Dodge the ball of water that the Portrait Spook spits at you, then spray her with ice to make her shiver; now you can flash your torch and suck her up with the vacuum. Now grab the key that appears and head next door. **NOW GO TO...**

UPSTAIRS TOILET (2F)

Nothing much in here... except cash, that is. Grab a water Boo from the broken toilet cistern and then open the bowl to find a ghost inside – spray his fiery heart with water, then suck him up to get a chest full of money. **NOW GO TO...**



SITTING ROOM (2F)

Granny's too busy knitting to let you catch her... you'll need to give her a good slap! Examine the basket of wool to knock the three balls onto the floor, then suck each one up in turn and fire them at Granny as she moves around in her rocking chair. If you miss her, you'll have to leave and start again. Once you've struck her three times, use the torch and then suck her up as quickly as possible! Open the chest that appears to find another key before leaving the room and going downstairs.

BONUS! There's a special blue ghost stuffed full of cash, hiding in the armchair on the right-hand side of the room. **NOW GO TO...**



GAMES ROOM (1F)

Inside, watch the pool player make his break... but stay out of the way! The three balls will start flying around so before they strike you, suck one up with your vacuum and fire it back at him as he walks around the table. Repeat this with the other two balls and his heart will be revealed – now you can stun and suck him up for another painting!

BONUS! There's a special blue ghost stuffed full of cash, hiding in the right-hand chair by the chess table. **NOW GO TO...**



SCREENING ROOM (1F)

By examining the old projector, you can turn it on and light up the screen. As in the Mirrored Hall, you won't be able to see the seven ghosts coming towards you – you'll need to look for their shadows on the screen to spot them. Suck them all up and open the chest that appears to find Mario's Glove before going back upstairs. **NOW GO TO...**





BOYS BEDROOM

(1F)

On the ceiling over to the right, you'll see a mobile hanging – use your vacuum to make it spin round until the twin ghosts appear. They'll challenge you to a game of hide and seek, so head outside and wait for them to tell you they're ready before going back in. There are five boxes to choose from and the twins are in two of them; it's pretty random, but there are some patterns depending on where the red twin is hiding. Find them both and they'll attack, one on a plane and one in a car. Deal with the car first by sucking it up, then attack the twin that falls off – repeat the process for the twin flying in the plane to beat them both. Now open the chest that appears to receive Mario's Shoe. You'll have to go back downstairs and all the way around the mansion to get to the next room.

NOW GO TO...

PENTAGRAM ROOM

(2F)

If you haven't got a flame Boo in your vacuum before you get here, go and get one! Now use it to light the five candelabras in the middle of the room – this will make a whole bunch of Shy Guys and other ghosts appear. Suck them all up to unlock the door on the right.

NOW GO TO...

OBSERVATORY

(2F)

Look through the telescope on the right to see the moon above... when you look away, the roof of the



observatory will disappear! Step out onto the ledge to the right and look up – use the vacuum to suck up one of the falling stars that are dropping out of the sky and fire it towards the moon. It'll explode, creating a path over to the right; follow the path to find Mario's Star (the last of the objects needed by the Fortune Teller) then turn around and head back out to the east hallway.

NOW GO TO...

FORTUNE ROOM

(1F)

Back in the Fortune Room, use your torch to summon up the Fortune Teller again and talk to her five times – once for each item that you've collected (unless you've already spoken to her about any of them). After she's told you all she knows, she'll try and attack you... you'd better fight back and suck her up for another painting!

NOW GO TO...

TROPHY ROOM

ATTIC

On your way upstairs to the Trophy Room, make sure you grab an ice Boo from the champagne bucket in the Upstairs Banquet Hall. Through the door, you need to turn right and use your vacuum to shake

the three stag trophies on the wall to make the ghosts appear here. Some of them have got water covering their hearts, so spray them with ice and then suck them up as usual. Get rid of the Muncher ghosts as well to reveal a chest with the key to the Upper Balcony inside.

BONUS! There's a piece of cheese hidden behind the comfy chair on the far right of the room – photograph it with your camera to reveal a golden mouse!

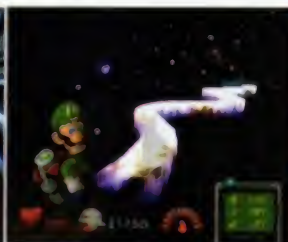
NOW GO TO...

UPPER BALCONY

ATTIC

As soon as you step onto the balcony, your Boo Locator will start going crazy – if you walk left, you'll soon see why! There's a whole gang of Boos here waiting for you... and they're going to kick your arse!

...BOSS FIGHT!



BOSS FIGHT!

⌚ BIG BOO GHOST



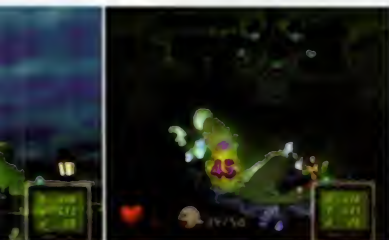
RATHER THAN HAVING Life Force, the Big Boo is actually made up of 15 smaller Boos that can be sucked up individually. First, run over to one of the unicorn statues and suck up an ice Boo to charge your vacuum spray again, then find the Big Boo and try to suck him up. Once you've got him by the tail, lead him over to the unicorn statue and lift him up slightly before impaling him on the unicorn's horn. This will split the Big Boo up and send all the smaller Boos flying – to get them, you need to spray the small Boos with ice and then suck them up before they can recover. The more you get, the smaller the Big Boo gets when he gathers himself back up. Repeat the process until you've sucked up all 15 small Boos (which count towards the final total of 50); be warned that when you get down to the last few, it can be quite tricky as they tend to run away from your ice spray! When the last one is gone, you'll get the Diamond Key and return to the Professor's lab – hurry up and get back to the mansion!



UPPER BALCONY

ATTIC

When you eventually return to the Entrance Foyer, run through the mansion all the way back up to the Upper Balcony – the Diamond door is on the far left. Approach it to remove the thorns... and then watch as a lightning bolt cuts the power to the



whole house! There's a generator in the basement, but the door's locked so you'll have to find the ghost with the key first. **NOW GO TO...**

DRESSING ROOM

(2F)

Make your way back here without taking on any of the ghosts that attack – you can't get rid of them completely while the power's off. Flash them with your torch to get them out of the way, going as fast as you can to the Dressing Room – inside, look away from the mirror to see a Portrait Spook. Wait until he raises his arms before turning to flash and suck him up; when he's gone, a chest will appear with the key to the Cellar in it. **NOW GO TO...**

CELLAR

BASEMENT

Again, get here as quick as you can while avoiding the ghosts – inside, head straight for the generator and Luigi will throw the big red switch to illuminate the room (along with the rest of the mansion that you've already cleared). What's more, you'll get another key for your efforts. **BONUS!** There's usually a special blue ghost stuffed full of cash, hiding under the table on the left of the door as you enter. **NOW GO TO...**

STOREROOM

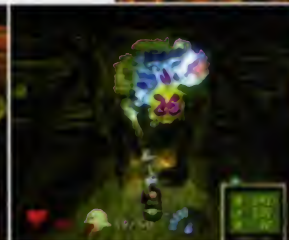
BASEMENT

Suck up all the dust on the floor to give you plenty of space to move, then examine each of the barrels to find ghosts inside – there are only two of them, so you won't have any trouble. Open the chest that appears afterwards to find a key that opens the Toy Room up in the Attic. **BONUS!** There's often a special blue ghost stuffed full of cash, hiding in the box on your left as you enter the room. **NOW GO TO...**

STOREROOM

ATTIC

Head all the way back upstairs, through the Diamond door and into this room – if you had come in here before, there would have been loads of ghosts! Now the power's back on, there are only two; they're hiding in the chest at the back of the room and the one on the right, nearest the back. Suck up the two skeletons and grab the money inside the chest that appears before moving on. **NOW GO TO...**





TOY ROOM

ATTIC

In order to get the attention of the three soldier Portrait Spooks, you'll need to turn on the three musical clocks – do it quickly, because they stop again after a short time. Once the soldiers start moving, the only way to catch them is to remove the keys from their backs; suck on them with your vacuum to pull them out, then suck up the ghosts without letting the others hit you with their guns. Catch all three and the doors of the central toy house will open, letting you ride the lift inside up to the roof. **NOW GO TO...**



ROOFTOP

ROOFTOP

Up on the roof, you'll find six Shy-Guys dancing round a bonfire. Take care of them all and another pair of ghosts will appear with frozen hearts – grab a flame Boo from the fire if you haven't got one, then spray them with flames and suck them up as well. A chest will appear on top of the left-hand chimney so climb up and get it; now run over and climb up onto the opposite chimney, dropping into the hole to return to the second floor. **NOW GO TO...**

UPSTAIRS SEALED ROOM

(2F)

Another secret treasure room! There's money in every chest here, with the exception of the one to the right of the paintings on the back wall – open it and four ghosts will jump you at once! Suck them all up to reveal



UPSTAIRS LOUNGE

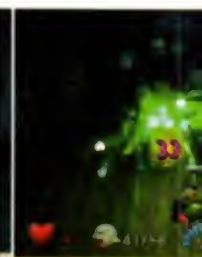
(2F)

While the way forwards lies up in the Attic, you can take a detour on the way up there to get another Portrait Spook. As soon as you enter the lounge, the door will grow thorns and block you in. Grab another flame Boo from the candle on the table if you need one and light the candles on either side of the painting to summon up five ghosts. Suck them all up and then quickly snatch a water Boo from the pot in the bottom-left corner so you can douse the flames of the next two ghosts to appear. Get rid of them as well to clear the way into the room on the right. **NOW GO TO...**

GIRL'S BEDROOM

(2F)

No, you're not seeing things... everything is the wrong way up! Run over to the girl sleeping on the bed and spray her with water three times to wake her up; after she gets all angry, run around and suck up the



ARMOURY

ATTIC

Be careful when examining the suits of armour – some of them have spiked maces that'll fall on you if you're in the way! There are a total of six ghosts in this room, so explore everywhere to find them in the chests and armour. When the lights come back on, open the chest to find the key to the Drainage Room in the Basement... but don't go there yet! **NOW GO TO...**

ANTIQUE STORE

ATTIC

Grab an ice Boo from the frozen jug, then inspect the four vases at the back of the room. A Portrait Spook will challenge you to catch him... so you'd better agree, or he'll kick you out of the room! Watch for him appearing from one of the vases and spray him with ice – get him seven times to win. Now suck him up for another of the Professor's paintings and collect the cash from the chest before going back downstairs. **NOW GO TO...**



⬆ If you lose your grip on the girl, simply spray her with water again to get her attention!



DRAINAGE ROOM BASEMENT

Watch out for the three ghosts that attack as you enter the room – there's not much space to move away. Once you've sucked them all up, the lights will come on and you can get an ice Boo from the frozen barrel; use it to spray the toxic waste with ice and create a path over to the valve handle. Turn the handle to shut off the water, then open the chest beneath to get another key.

NOW GO TO...

COLD STORAGE BASEMENT

Next door to the Drainage Room, you'll need to grab a flame Boo from the burning gas cylinder before setting light to the two piles of firewood on the left. This will make a large ice block appear in the corner, complete with frozen Portrait Spook inside. Watch out for his throwing spikes of ice at you (if he hits you, mash the buttons to get free) and spray him with flames to melt the ice.



When he thaws, flash and suck him up like all the other ghosts. The chest that appears when he's gone holds the key to the Art Studio, way up in the Attic.

NOW GO TO...

ART STUDIO ATTIC

In terms of ghost catching, the Art Studio is the toughest room in the whole mansion. Why? Because you'll need to capture 22 different ghosts to clear it, that's why! As you enter, the Portrait Spook will summon up ghosts from his paintings and in turn, you'll have to deal with three of each kind of ghost – Chasers, Punchers, Thumpers, Grabbers, Shy-Guys, Munchers and Hangers. When they're all gone, you'll just have to suck up the Portrait Spook himself to have a complete set of paintings! Not only that, but you'll get the Spade Key that unlocks the room in the Basement where you saw Mario being held earlier. Let's go save him!

NOW GO TO...

MAIN TREASURE ROOM BASEMENT

Once you've made it all the way down to the Basement again, run over to where Mario's painting is hanging on the wall. Not surprisingly, King Boo has been behind his kidnapping all along! Unfortunately, he's not going to just hand Mario back... you'll have to fight him for it!

BOSS FIGHT!



BOSS FIGHT!

⊙ KING BOO

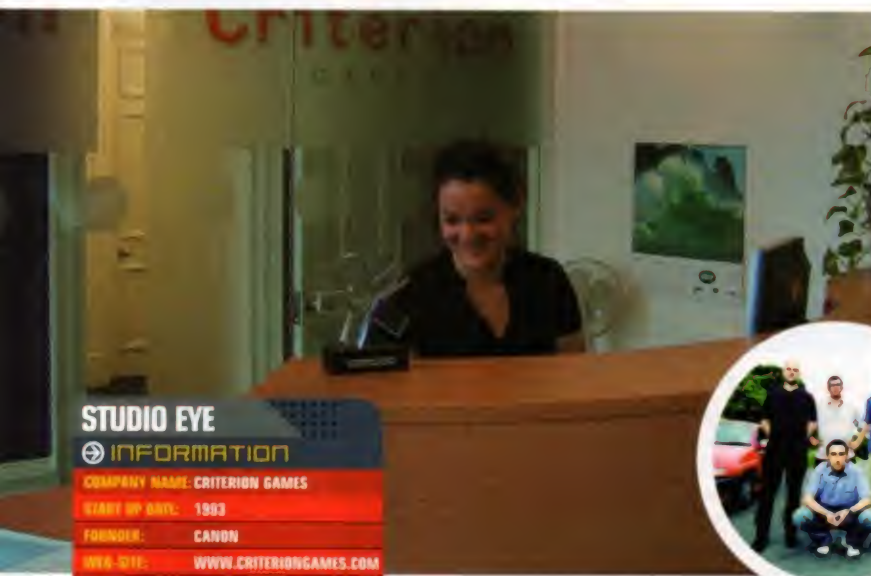
LIFE FORCE: 500

SEEING AS KING Boo is scared of your vacuum, he's enlisted some help in taking you... in the form of a giant robotic Bowser suit! You can only harm King Boo when he's outside the suit, so blowing Bowser's head off is a priority. Run away from him as he breathes fire at you, then turn on your vacuum as he tosses three spiked balls at you. Here's where you have to be quick – rush in and suck a ball onto the nozzle of your vacuum (it's too heavy to drag towards you, so you'll have to literally run into it) and then wait for Bowser to run at you and tip his head down before letting it go. If you score a direct hit, his head will fly off and King Boo will fall out; use this time to suck him up but watch out for Bowser's head, as it'll be firing balls of ice at you. Repeat this process until you wear King Boo down – when he reaches 100 Life Force points or less, he'll get nasty! Every time he flies back into the Bowser suit, the head will reconnect backwards and he'll storm around trying to put it right. When this happens, hide beneath the lip of one of the chimneys until he stops before carrying on. Eventually, you'll suck up King Boo and get Mario's painting... now sit back and let the Professor do his work!



STUDIO EYE

THIS MONTH... CRITERION GAMES



STUDIO EYE

⊕ INFORMATION

COMPANY NAME: CRITERION GAMES

START UP DATE: 1993

FOUNDER: CANON

WEB SITE: WWW.CRITERIONGAMES.COM

ADDRESS: WESTBURY COURT
BURYFIELDS
GUILDFORD, SURREY
ENGLAND, GU2 4YZ

⊕ PLATFORMS

■ PS2, XBOX, GAMECUBE, PC

⊕ VACANCIES

■ CURRENTLY LOOKING FOR TALENTED PEOPLE OF ALL DISCIPLINES. SEE WEB SITE FOR FURTHER DETAILS



⬆ Now come on, guys – either be cheerie OR stern. You're giving out mixed messages her

"The team's skills have allowed a conversion of Burnout to be completed in under four months"

BEING STUCK IN Guildford at 9pm with no money, your mobile on the blink and the last coach for three hours disappearing into the distance isn't the most ideal of situations to be in, but when you've been playing *Burnout* on a glorious HDTV set for a few hours the warm inner glow tends to get you through the pain.

Based one hour outside of London, Criterion Software was started up by Canon. Originally intended as a

company to produce technical demos, the games development side, Criterion Games, was only started up a few years ago. The company's first next-gen titles comprised *Airblade* (a hoverboard game) and *Burnout* (see this month's In-Depth) for the PS2. At a time when most developers were having problems getting anything substantial out of the hardware, Criterion excelled. Just recently it turned its hand to GameCube with a



⬆ *Burnout* is a superb debut GameCube title from Criterion Games. Check out the review on page 76.

TAKE A LOOK THROUGH THE EYE



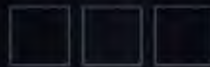
version of *Burnout*. The team's skills coupled with the use of the middleware tool 'RenderWare' has allowed a conversion of the PS2 racer to be completed in under four months! We kid you not – *Burnout* was started in December.

The team's experience with the GameCube hardware has been very positive. The controller especially gets unanimous praise – playing *Burnout* is a dream with

the analogue stick. At the end of the day, all the team are big Nintendo fans, and *Rogue Leader* just happens to be on the desk when we walk in. You'd be amazed at how many games designers/programmers don't actually know that much about games (well, looking at some games you probably wouldn't), but the guys at Criterion seem to know exactly what it is that makes a great game, and their individual influences are encouraging to say the least. Looking to the future, further GameCube development is most definitely on the cards, but other than confirming that the studio has four titles in development, Creative Manager Alex Ward is being very secretive. We can't even say whether they will be exclusive to GameCube, but the smile on his face insinuates that there is something special on the cards. Considering the ease with which the GameCube runs an enhanced version of *Burnout* (a game which the PS2 has a hard time with), we can't wait to see what Criterion comes up with next.



IN THE CUBE WITH...



ALEX WARD

CREATIVE MANAGER,
CRITERION GAMES

CUBE: How did you get into the videogames industry?

AW: After a misspent youth in the arcades with A-Levels in *R-Type* and *Double Dragon*, I completed a degree course in Super Nintendo games. After this I answered a job advert in *EDGE* magazine and started out as a game tester. And a very bad one at that.

CUBE: What did you want to be when you were younger?

AW: I remember thinking that playing computer games all day long for money would be absolutely perfect. Little did I know!

CUBE: Which famous person would you want to be and why?

AW: Marty McFly from the *Back To The Future* movies. With my time travelling DeLorean I would travel through time to return with the future of games and all the details of the secret Nintendo games!

CUBE: Favourite food?

AW: Indian food was top of the list during the Nintendo development of *Burnout*. So Chicken Jalfrezi it is. When in Japan, I go for Unagi-don, which is eel. Surprisingly tasty – go to Torigin in Shibuya.

CUBE: Top-three videogames of all time?

AW: *Asteroids* (coin-op version). I could play it forever.

Star Rider (Williams laserdisc coin-op, very rare). It just blew me away when I first played it.

Mario Brothers (NES original). It's the best two-player action EVER!

CUBE: What was your main responsibility in *GC Burnout*?

AW: Overseeing the transition from PS2 to GC.

CUBE: What has the GC hardware allowed you to do over the PS2 version?

AW: The game looks smoother, faster and better than before.



CUBE: Can you give us a bit of history about the company?

AW: Criterion was founded in the early Nineties. It is owned 100% by Canon, the Japanese company that also makes cameras and copiers. The early projects were very much technical demos. Gameplay was secondary. The company was re-structured in 2000, with the focus being the super consoles.

CUBE: Are you looking for any applicants at the moment? If so, what positions?

AW: We are always looking for talented people – check our Web site (www.criteriongames.com) for the latest vacancies.

CUBE: Will you be developing for GameCube again? Can you tell us about future GameCube projects?

AW: Definitely. It's a great machine with an exciting future. We have nothing to announce at this time, so wait and see.

CUBE: Do you have any plans to utilise the GC-GBA connectivity option?

AW: It's something we've thought about. Maybe.

CUBE: Considering the current situation with the three next-gen consoles as well as the recent TRIFORCE announcement and fact that Square has just announced GameCube support, how do you see the next gen-battle panning out?

AW: The next-gen battle is almost over before it's begun. There is a big loser. You can make up your own mind.



CUBE

...THINKS...

FIRST IMPRESSION

■ You need a certain magic to be a successful Nintendo developer and Criterion Games has exactly what it takes. Just look at the *Burnout* review in this issue for proof. Outside of the quality of their work, the individual team members are totally into gaming, and would probably rather have a three-hour gaming session than go out on the town... well, maybe that's pushing it a bit too far, but you get the point, right?



PASS NOTES

NAME: Mario Mario

NICKNAME: Jumpman

IN A SENTENCE: Ocker-boy done good.

AGE: 24 – he just looks older than he really is, it's the lifestyle; too many mushrooms and saving the world for one so young – and there's the workload...

APPEARANCES: This fella has featured in over 53 games (including educational titles, handheld games such as the Game and Watch series and cameos in numerous Nintendo titles). He's one busy lad – we bet his Corgi registration isn't up to date!

HIGH POINTS: *Super Mario 64* being the best-selling 32 or 64bit game (though sales of *Super Mario Bros* hit a staggering 40 million).
Being more recognisable to American school children than Mickey Mouse.
Having a street in Sweden named after him, Mario's gata (or Mario's Street, for those not fluent in Abba).

LOW POINTS: Always having to rescue Princess Peach (not very PC, is it?).
Being played by Bob Hoskins in the movie about him, a man some 35 years his senior – not very flattering really...
Always having to wear red dungarees, even if they're not fashionable anymore...
...and that hat.
Donkey Kong Jnr – when our hero fancied a spot of kidnapping... he was much younger back then...

DON'T MENTION: *Super Mario Brothers: The Movie*

NOT TO BE CONFUSED WITH: Wario, Cheerios, Maid Marion.

MOST LIKELY TO SAY: 'It-sa me, Mario!'

LEAST LIKELY TO SAY: 'I think it's your ball cock, love.'



⬆ It's a well-known fact that all Italians are this happy... especially the beautiful women.



⬆ Now give me anger – I want to feel that anger through the lens. Yes, yes... NO! NO!



⬆ We once knew a bloke who could shoot fireballs after a curry... no, really we did.

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